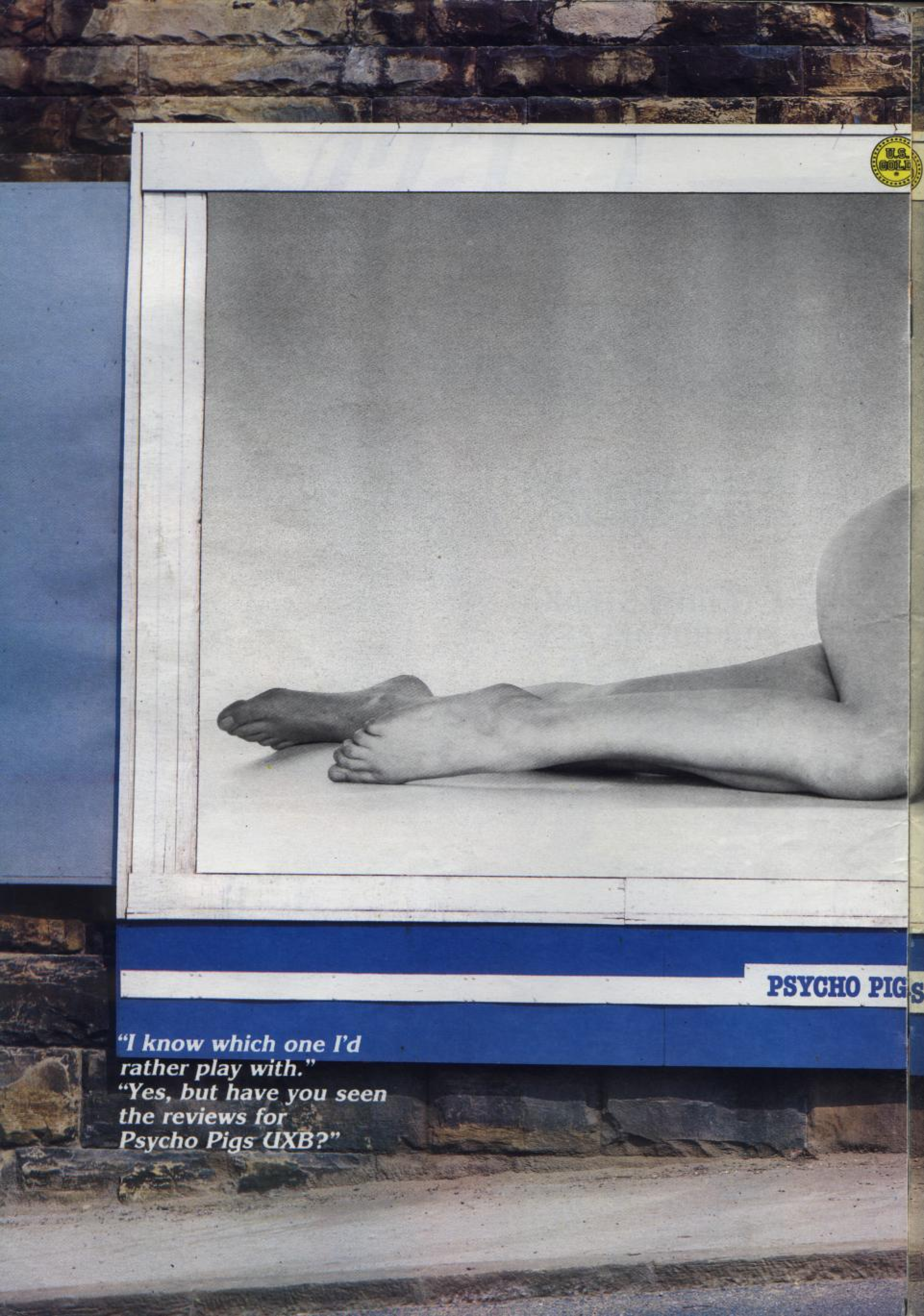

A NEWSFIELD PUBLICATION
No. 40 AUGUST 1988
£1.25
US $3.50
DM 7.50
ZZAP! 64
MONTHLY REVIEW FOR COMMODORE SOFTWARE
TWO GOLD MEDALS!
SEVER LIMBS AND CLEAVE SKULLS
BARBARIAN II
EAT RAW STEAK FOR BREAKFAST
HAWKEYE
COMPUNET REVEALED!
WIN AN AMIGA!
COURTESY OF GORDON HARWOOD
THE FIRST EVER ZZAP! DEF GUIDE
GET HIP, GET DOWN, GET GROOVY – GET THE WORD
08
0 74470 72678 4



PSYCHO PIGS
"I know which one I'd rather play with."
"Yes, but have you seen the reviews for Psycho Pigs UXB?"


S UXB


Move over BROTHERS!!! Make way for ...
The Great Giana Sisters™
Where one famous double act stopped short, another begins, Headbutts and demons, platforms and pits – all delivered with a glamour and style that neatly disguises the cunning tricks and tantilising terrors of a couple of wild cats.
"This is one of the most addictive arcade adventures I have ever played, the gameplay is fabulous."
Zzap Gold Medal.
"Having been totally addicted to the original Super Mario Bros., it is no mean feat to say that I found the Giana Sisters as compulsive."
C + VG.
Screen shots from Amiga version.
A TERRIBLE TWOSOME WHO'LL STOP AT NOTHING TO SEND YOU OUT OF YOUR MIND
CBM 64/128 – £9.99t, £11.99d
Amstrad – £9.99t, £14.99d
Spectrum – £8.99t, +3 £11.99d
Atari ST – £19.99d
Amiga – £24.99d
Rainbow Arts
GO! Media Holdings Ltd., a division of U.S. Gold Ltd.
Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

ZZAP! 64

ISSUE 40 JULY 1988

CONTENTS

FAT FEATURES



CHUBBY COMPETITIONS

AMPLE AUGUST AMUSEMENTS



ROTUND REGULARS

EDITORIAL *47 Gravel Hill, Ludlow, Shropshire SY8 1QS* ☎ 0584 5851/2/3 **Editor:** Gordon Houghton **Staff Writers:** Paul Glancey, Lloyd Mangram, Paul Sumner **Editorial Assistant:** Glenys Powell **Contributing Writers:** Mel Croucher, Jason Gold, Philippa Irving, Nik Wilde **Photography:** Cameron Pound, Michael Parkinson **PRODUCTION** *1/2 King Street, Ludlow, Shropshire SY8 1AQ* ☎ 0584 5851/2/3 **Art Director:** Mark Kendrick **Assistant Art Director:** Wayne Allen **Design/Layout:** Melvyn Fisher, Yvonne Priest **Reprographics/Film Planning:** Matthew Uffindell, Nik Orchard, Ian Chubb, Robert Millichamp **Production Manager:** Jonathan Rignall **Editorial Director:** Roger Kean **Advertising Manager:** Roger Bennett **Advertising Assistant:** Andrew Smales **Assistant:** Jackie Morris ☎0584 4603 **0584 5852 MAIL ORDER** Carol Kinsey **SUBSCRIPTIONS** Denise Roberts *PO Box 10, Ludlow, Shropshire, SY8 1DB* Typeset by the **Tortoise Shell Press**, *Ludlow*. Colour origination by **Scan Studios**, *Wallace Road, London N1*. Printed in England by **Carlisle Web Offset**, *Newtown Trading Estate, Carlisle, Cumbria CA2 7NR* – a member of the BPCC Group. Distribution by **COMAG**, *Tavistock Road, West Drayton, Middlesex.*

COMPETITION RULES The Editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happens (like a game that has been offered as a prize being scrapped) we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the published closing date. Winners' names will appear in a later issue of ZZAP!. No correspondence can be entered into regarding the competitions (unless we've written to you stating that you have won a prize and it doesn't turn up, in which case drop Glenys Powell a line at the PO Box 10 address). No person who has any relationship, no matter how remote, to anyone who works for either Newsfield or any of the companies offering prizes, may enter one of our competitions.

ABC
MEMBER OF THE AUDIT BUREAU OF CIRCULATIONS

Average monthly sales for the period
JULY – DEC 1987
Total: **82,933**
UK/Eire: **64,110**

COVER DESIGN & ILLUSTRATION BY OLIVER FREY

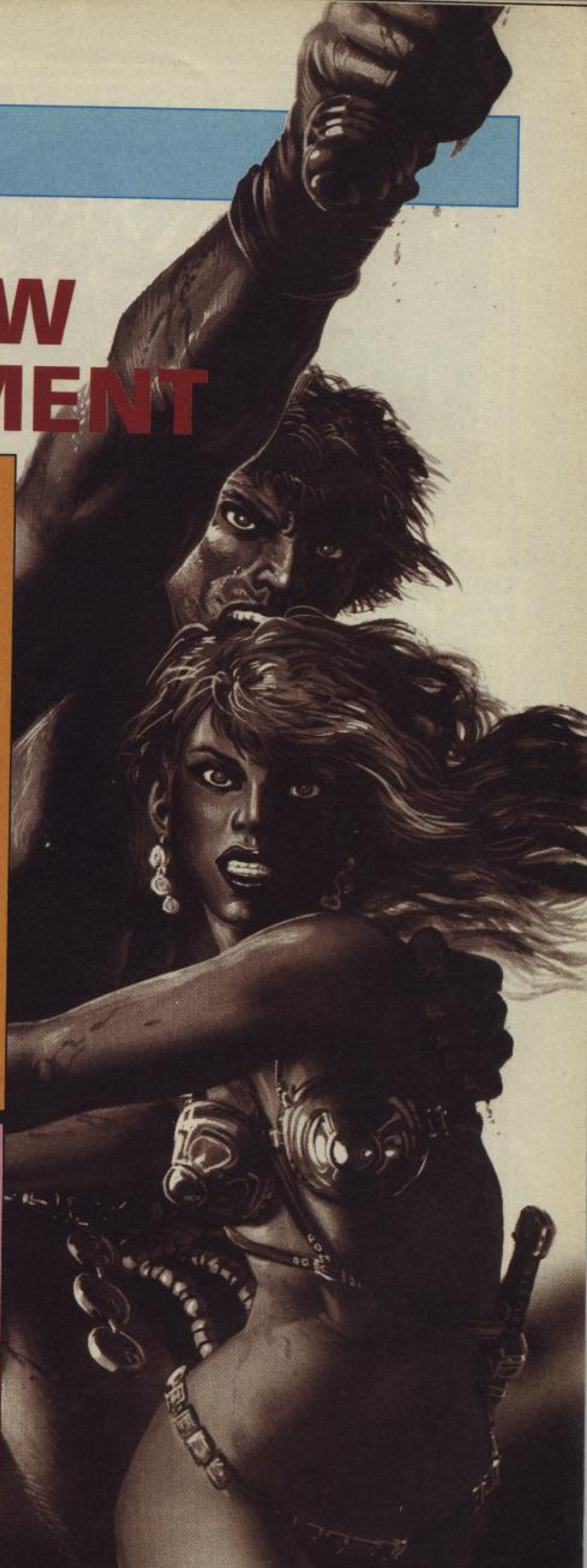
NEWSFIELD
A NEWSFIELD PUBLICATION



System	Format	Price
Spectrum	Cassette	£8.99
Spectrum	Disc	£12.99
CBM 64	Cassette	£9.99
CBM 64	Disc	£14.99
Amstrad	Cassette	£9.99
Amstrad	Disc	£14.99
Atari ST	Disc	£19.99
IBM PC + Compatibles	Disc	£24.99

ZZAP! ED

UNDER NEW MANAGEMENT



If you've been glancing through the pages of this month's ZZAP!, you'll have noticed the absence of its longest serving member, Jaz. After 39 issues with us, he felt it was time to move on, and is currently engaged in freelance work in the software industry, some of which is for our chums 'n' rivals at EMAP. I'm sure you'll join us in wishing him well in his future career.

So – this month's ZZAP! has been brought to you by Paul 'why aye man' Glancey (who's now taken over the Tips) and myself, with some help from our irregular contributor, Paul Sumner. You can rest assured that that we won't let the quality slide – in fact, we've got plans for larger, more colourful and far more comprehensive issues. You may notice one or two cosmetic changes in the next two or three months, which we hope you'll like – we're attempting to bring in more screenshots and even more in-depth reviews than we've already got. In this issue, there's an all-new information page ('The Word'), in which we're going to bring you a little more than just news – keep an eye on it . . . In addition, there's a new ZZAP! Definitive Guide – an occasional feature designed to give a run-down of the greatest games around: turn to page 54 for more information! Last but not least, the ZZAPBACK is now declared permanent: ZZAP! is just about old enough to take a retrospective view of the golden oldies to see exactly how they would really fare today.

Next month, there are going to be even more changes for the better, including more features, a Harlequin with maps and a MEGA TIPS SPECIAL, (our friendly neighbourhood Geordie is beavering away at this very moment). In fact, the quality of Tips is improving all the time, with ace maps, helpful hints and plenty of POKEs. Underneath the facelift the old ZZAP! remains, always striving to provide the most thorough and entertaining reviews, previews, letters and features.

Well, that's about it for this month – if you've an opinion about any part of the mag, write in: even if your views aren't aired by Lloyd in the Rrap, we'll take them into consideration. Gameswise, it seems the Summer slump is on its way out – of the 33 games reviewed this month (excluding the Amiga round-up), there are TWO Gold Medals and one superb Sizzler. Read on . . .

Gordon Houghton

Gordon Houghton

GAMES REVIEWED

ADVERTISERS INDEX



Mel Croucher's UNDER THE BAUD-WALK

BAN COLLAR DAY (Neck de la Woods)

A most mysterious phone call from that man of parts (many of them well-oiled) **DAVID CROSSWELLER**, who whispers to me that after his French letter scam he intends to sell cold chapattis in India. As it says in the song, 'it's my chapatti and I'll cry if I want to.' He has the grace to call me a CD specialist, although he does pronounce it 'seedy'. Speaking of chapattis, congratulations to the founder of Acorn, **CHRIS CURRY**. He is planning to give away half a million Keyline Shopping Computers to yuppies and grannies, (prannies?) to get everyone banking and shopping (bonking?) from home. **PRESTEL** once gave me a free modem plus a year's free subscription to the Net. I got the bill last month. Funny that!



INDEPENDENCE DAY (Republic of Subjugatia)

Namedrops are falling on my head. Will programmers please stop forcing me to devote valuable Baud-walk space in translating your names? No? Very well then, here goes, beginning with **ACTIVISION – OR-WHAT-EVER-OUR-NAME-IS-THIS-WEEK**'s *Galactic Invasion* authors . . . Reichart von Wolfshield is German for 'this is a diagram of a pooper scooper', and Katsumi Tayoma is Japanese for 'thanks a lot for wrestling my pussy'. The programmers of **INFOGRAMES**' *Spidertronic* are Francois Garofalo ('take your hands off my au pair girl') and Fabrice Decroix ('made of phlegm'). CRL's writer of *Sophistry*, Roderick Mcsarquar translates as 'I've seduced another Scotsman'. The authors of **KONAMI**'s *Salamander* are Zowie Scott ('whatever happened to David Steel?') and Iggy Rock ('Bananarama make me want to throw up'). Finally, **SYSTEM 3** programmer Mev Dink is a medical condition that can be cured by reading certain adult magazines.

LEBANESE GOLD BUTTONS LEGALISED (County Tupperware, Ireland)

There is no truth in the rumour that **GRAND SLAM**'s *Chubby Gristle* is based on a certain well-known photograph featuring **KEVIN TOMS**. I cannot say the same of the rumour that there were no letters of complaint about me in last month's ZZAP! Rrap. I sent several off to Mangram myself, just to prove that the mysteriously draped box lurking in the corner of **DAVID WAINRIGHT**'s office is an interactive arcade prototype. Will someone kindly bung this former Martech mercenary a few hundred grand so that he can make all our dreams come true?

NIGHT OF THE LONG KNIVES (Ludlow)

A most bizarre letter arrives this morning from someone claiming to be the Editor of CRASH magazine. He ends the last paragraph with an unprecedented bout of honesty, and I quote, 'Sorry for any convenience caused' (some sort of a toilet fetishist?) and signs himself 'D.C. Handy'. At first I suppose that he is a Detective Constable dragooned into the team to find out why CRASH *and* ZZAP! editors seem to vapourise every other issue, never to be seen again. I look him up in my data base and discover that he is none other than the famous negro pianist who wrote *St. Louis Blues* and is at least 104 years old: no, hang on, that's 'W.C. Handy', the famous inventor of lavatory paper. Just a second . . . let me run him through my anagram code-cracker. Here we go: aha! Bluddyell! So that's who he is: none other than the unknown offspring of the Princess Royal and Captain Mark Phillips! Sorry, your Royal Highnesses, I never realised, and I too am truly sorry for any convenience caused. The anagram of **DOMINIC HANDY** proves your identity; it reads 'I? MY DAD NO CHIN.'

FESTIVAL OF DWARF WORRYING (Island of Gargantua)

A wee word concerning **COMPUTER DIAL**, the new play-by-phone fantasy RPG. The word is 'dosh'. The prerecorded sequences are reasonably atmospheric, and the interaction of game play using a multiple choice dialling system is extremely clever, but an evening's play has already cost several kids over 50 quid! Anyone playing regularly for only half an hour a night, will be adding £1,026 to their parents' quarterly phone bill. You are allowed one guess as to which word will spring to the lips when this happens . . .

the WORD

MIDSUMMER MASTERTRONICNESS

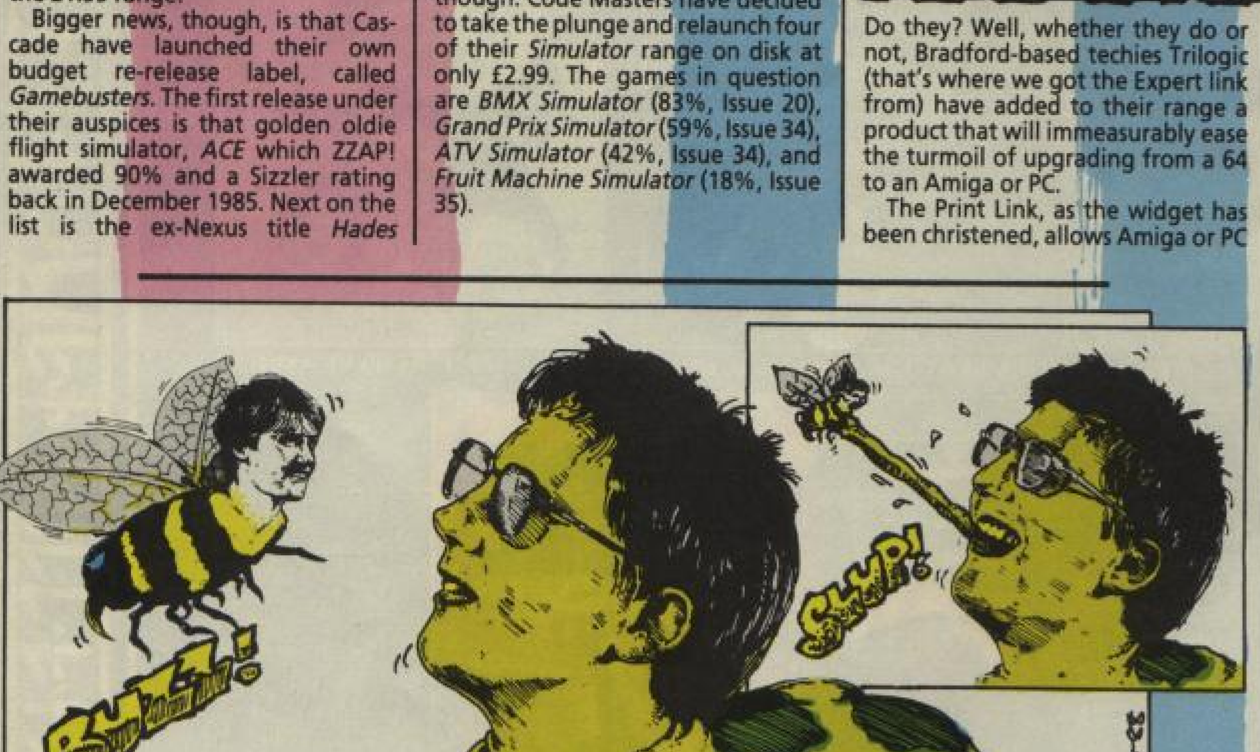
Budget software buffs will be pleased to hear that Mastertronic have a busy summer release schedule. As well as the games reviewed in this issue of ZZAP!, Mastertronic are planning to amuse their punters with *Rogue* (£1.99), a medieval arcade adventure; *World Darts* (£14.99), a conversion of the Arcadia coin-op with digitised graphics; *Night Racer* (£1.99), a driving game set in the forests of Europe and *Transformers* (£1.99), a re-release of the old Activision title (which received 40% in ZZAP! Issue 24) on the Ricochet label.

RE-RELEASE CITY (MAN)

You're familiar with the saying, 'Money for old rope'? Well, the software industry has a similar adage, which runs, 'Money for old games'. After their launch last month, Elite's Encore label have added *Airwolf* (which received an overall mark of 88% way back in Issue 1 of ZZAP!) to the £1.99 range.

Bigger news, though, is that Cascade have launched their own budget re-release label, called *Gamebusters*. The first release under their auspices is that golden oldie flight simulator, *ACE* which ZZAP! awarded 90% and a Sizzler rating back in December 1985. Next on the list is the ex-Nexus title *Hades Nebula*, a space shoot 'em up which ZZAP! received with less acclaim in Issue 28, when it was duly rated at 55% overall. *Gamebusters* prices are set at £2.99 for cassette games and £4.99 for their disk counterparts.

Gamebusters are not alone in releasing budget games on disk, though. Code Masters have decided to take the plunge and relaunch four of their *Simulator* range on disk at only £2.99. The games in question are *BMX Simulator* (83%, Issue 20), *Grand Prix Simulator* (59%, Issue 34), *ATV Simulator* (42%, Issue 34), and *Fruit Machine Simulator* (18%, Issue 35).



EXPERTS LINK AMIGA, C64 AND PRINTERS



Do they? Well, whether they do or not, Bradford-based techies Trilogic (that's where we got the Expert link from) have added to their range a product that will immeasurably ease the turmoil of upgrading from a 64 to an Amiga or PC.

The Print Link, as the widget has been christened, allows Amiga or PC fans to connect their new machine to a cheap Commodore serial printer via their old 64's parallel port, permitting the listings of your dreams to be dumped onto paper. As well as linking the two machines, the 64 acts as a rough and ready 64k printer buffer which would otherwise cost a hefty £200.

The Print Link comes in two models. The cheaper of the two with the above specification, costs a mere £34.99, but a more advanced model, the Print Link 1B, comes with an extra interface to allow connections to be made with most parallel printers as well.

Goodness me, what will they think of next? Interested parties can contact Trilogic on (0274) 619 115.

AMIGA PRICE PLUMMETS

After Commodore has issued repeated denials of any such thing over recent months, a reliable source informs ZZAP! that the rumour regarding a price reduction for the Amiga is in fact true. By knocking the price of the Amiga down to £399, Commodore would be providing stiff competition for Atari's ST which was recently re-packaged and re-priced at the same £399, and so the 16-bit upgrade market would no doubt start hotting up like a cup of Glenys' coffee. 'Yummy scrum,' to quote the redoubtable Ms Powell.

LEADERBOARD COURSE FISHING?

Golfing fans with an incredibly short span of attention will more than likely have exhausted the possibilities offered by *Leaderboard, Tournament courses, Executive Leaderboard, World Class Leaderboard, and* World Class Leaderboard 'Famous Courses' Volume One (pause to catch breath). Well, weep no more, for Access and US Gold have brought out yet another set of courses, called (wait for it) *World Class Leaderboard 'Famous Courses' Volume Two.* The four famous courses chosen for digitising this time round are Dorado Beach, Sunningdale, Harbour Town and Pine Ridge, and these vast tracts of simulated fairway can be yours for just £9.99 on cassette and £14.99 on disk.

SUBLOGIC EUROPEAN VACATION

What? Have SubLogic written a simulation based on a National Lampoon film? Don't be silly, of course they haven't.

What they have done, though, is release a scenery disk to go with their C64 products, *Flight Simulator* and *Stealth Mission.* When loaded in, this scenery disk lets pilots view the landmarks of Western Europe from the air.

The 'Southern Great Britain' section centres on London, where the player can fly over (or even, under) Tower Bridge and Westminster Bridge, past the Houses of Parliament, the Tower of London, Westminster Abbey and Buckingham Palace, and maybe even into the River Thames. Also in the British section are Stonehenge, and south coast lighthouse beacons.

Cluttering up the landscape of northern France are various Parisian structures, notably, the Eiffel Tower, the Arc de Triomphe, the Concorde Obelisk, the Louvre Museum, the Cathedral of Notre Dame, and the Seine. If you would rather fly from Helsinki to Frankfurt, that can be arranged, and if you forget to lower the landing gear, just keep going and you might well end up doing a Mathias Rust and land just outside the Kremlin in Moscow. Cor.

THAT'S CRUISIN'

Powerplay, manufacturers of the Cruiser joysticks, are on the brink of adding a brace of new sticks to their range. The Cruiser Clear, at £12.99, boasts micro-switches all round, a steel shaft, a triple-setting tension ring to adjust the stick's sensitivity, a posey see-through case, and an auto-fire system activated simply by holding the fire button down. Their other product is basically a re-vamping of the original Cruiser 'stick, which this time round has been given an inscrutable black case to replace the blues, whites and reds of the older model. The price for the new Cruiser is £9.99 and it, along with the Cruiser Clear, should be available in High Street stores by August.



SOFTWARE PIRACY



Oh naawww . . . Not software piracy again? Shut up at the back, that was merely a witty (witty?) title to go along with news from London-based Pirate Software, who have recently released five new titles for their budget range.

According to Pirate's press release, *SS Panzer* is a fast-moving arcade game, set in a WW2 battlezone. Heroic SS Lieutenant Karl Kesselring must divert the attentions of the Russian army from his Panzer regiment long enough for them to make a bid for freedom. Honour and heroism have obviously gone to his head, as Kesselring eschews stealth and the element of surprise, deciding instead to take on the whole Russian front line.

Pirate Base is another shoot 'em up, this time set in space, where Base Three, an orbital constellation fortress, has been hijacked by astral brigands. The player's job is to win the base back for the good guys and generally bring smiles to the lips of children throughout the galaxy.

Possibly even more violent than either of these two, though, is *Voyage*, described as the 'arcade nuke-'em-down' sequel to an earlier Pirate game, *Operation Anoria.* After having rescued the Gem of Anoria in the original game, the player now has to return it to its home planet. Unfortunately, the planet in question is surrounded by a fleet of hostile space cruisers who want to steal the jewel back.

In case you missed it before, *Operation Anoria* is one of the two games available on Pirate's new *Commodore 64 Value Pack.* The other half of this compilation is *KGB Agent*, which puts the player in the role of Russian secret service operative, Ilya Gherkinski, whose task is to outsmart Mad Martinov.

Rollerboard, Pirate's final release of late, is another game to prove conclusively that skateboarding is back in fashion. It features 20 different skate courses over which Street Eddy has to compete to attain the ultimate accolade of Surf City King of the year.

All titles are available for £1.99, with disk copies selling for £4.99.

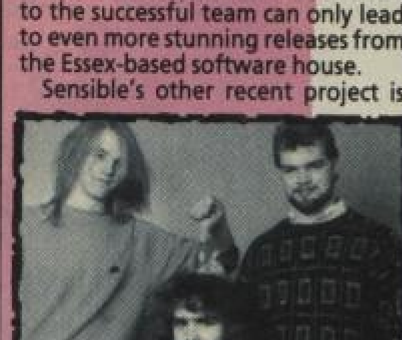
EUROMAX SCHIZO SHOCK!!

After receiving numerous letters from confused joystick purchasers, ZZAP! have been in contact with peripheral merchants Euromax, to find out exactly why their joysticks have Zipstick stamped on them instead of Euromax. Were sticks of inferior quality being passed off as part of the acclaimed Euromax range? Well, no, basically. According to Jim Jervis, Euromax's Managing Director, Euromax have some of their joysticks manufactured to their specifications by Zipstick, so, dear reader, if you should buy a Zipstick joystick in a Euromax box, you can be assured that it is as genuine as Gordon's interest in food. Good news indeed.

MARTIN GALWAY GOES SENSIBLE

Chris Yates and Jon Hare, the Sensible Software chums who brought your 64 such delights as *Oh No!, SEUCK*, and the forthcoming *SensiSoccer* (a working title), have now welcomed a third member to their world-beating team. He is none other than top music programmer Martin Galway, responsible for such masterful melodies as the themes from *Hypersports, Arkanoid, Miami Vice*, and *Game Over.* Martin has already worked on two of Sensisoft's previous productions, providing terrific tunes for both *Parallax* and *Wizball*, and it's hoped that this addition to the successful team can only lead to even more stunning releases from the Essex-based software house.

Sensible's other recent project is



called *Touchstone*, the name of which comes from Chris and Jon's nice but unrenowned rock band. The game itself is alleged to be an arcade adventure of greater size and depth than any other game of its type, and is to be released by Texas- (that's Texas in America) based software house, Origin, early next year.

Horizons are indeed broadening for Chris, Jon, and now, Martin. Sensible are planning ventures into both the board-game and Yuppie toy (?) markets, which makes us wonder whether it's time they found a new name for their company. But then, what do we know . . . ? mumble, mumble . . .

BEYOND THE ICE PALACE

Elite, £9.99 cassette, £11.99 disk, joystick only

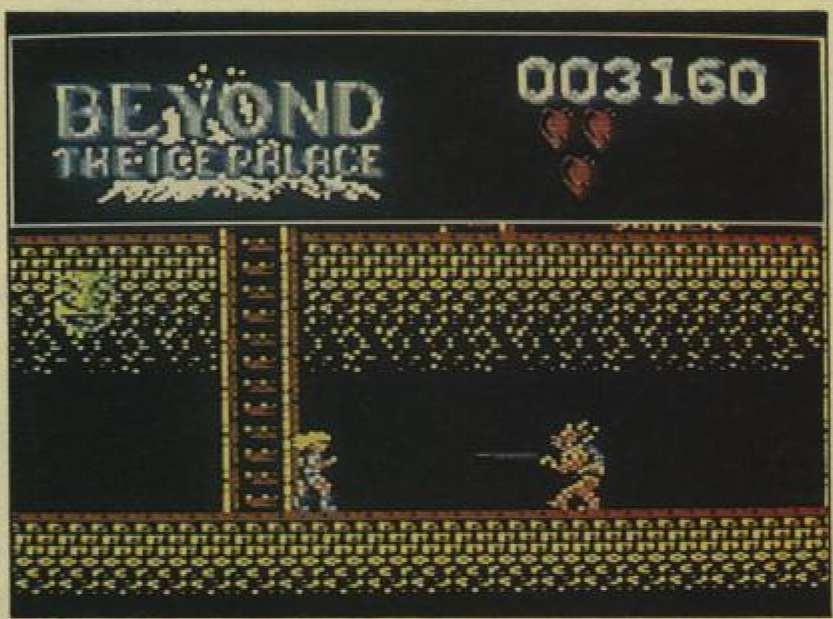
Beyond the Ice Palace there lies a mystical land caught up in a bitter battle between good and evil. Dark spirits are setting alight the forests, destroying the homes and livelihood of simple woodcutters. In desperation the ancient and wise spirits of the woods shoot a sacred arrow into the air. Whoever finds it is bound to destroy the powers of darkness or die in the attempt . . .

Running and jumping along a horizontally scrolling landscape of rocky caverns, moving platforms and precarious ladders, the chosen warrior attempts to penetrate the darker regions of his troubled land. Occasionally organic boulders block his path while walls raise themselves mysteriously behind him. Grotesquely shaped creatures emerge from the shadows: ghoulish monsters, gigantic caterpillars, zombies and butterflies bearing a deadly sting. Burly ogres hurl axes and fluttering insects belch out firebolts. Contact with any of these results in the immediate loss of one of nine lives.

Weapons, varying in strength and ranging from knife to firebolt, can be collected on the way. They have individual effects on different aliens, some of which need to be shot several times. A ducking action gives the player extra mobility when dealing with particularly persistent enemies.

Two Spirits of the Forest accompany the warrior on the journey. When activated via the keyboard they sacrifice themselves in order to reduce the power of the enemies currently on screen; some are weakened while others are completely destroyed. Extra spirits and bonus icons, which boost points, are scattered around the hostile land.

A status display shows number of lives remaining, current score and number of spirits left. Should the hero succeed, the land to the north is saved; should he fail, there will be nothing but death, fire and destruction in the mystical kingdom beyond the legendary palace of ice.



► Cameron shouldn't have walked under that ladder – there's some bad luck coming his way now



This has similarities to the excellent Ghosts 'n' Goblins, **and could be classed as the sequel to that coin-op conversion. Instead of a knight in shining armour, the hero of the tale looks more like a cross between He-Man and the lead singer of a Heavy Metal band, but the collection and use of swords, maces and axes is virtually identical to** Ghosts 'n' Goblins, **as is the general format of the game. This seems like a good omen, and sure enough, it plays well. The graphics are good, but unspectacular, with little animation, and a soundtrack is lacking, but the playability remains unaffected by this. The difficulty may deter some, but it increases the game's lasting interest immensely.** Beyond The Ice Palace **isn't a perfect game, but it's still well worth a look.**



Let's face it, Beyond The Ice Palace **isn't much more original than an average platform game. But, and this is a big but, it's very playable, which in the light of recent dull and unplayable software is refreshing. The graphics are good, with a nicely drawn and animated main sprite doing all the things that good heroes do, (ie beating up the baddies, and freeing beautiful dragons from ravening princesses, etc). My only slight moan is the difficulty level: time after time I found my man dying under the onslaughts of the ravening hordes, but patience – and a little luck – moved me further into the game. This factor may put many people off playing, which is a shame because I feel that** Beyond The Ice Palace **is worth the effort to master.**



Of the two Ghosts and Goblins **clones this month,** Beyond the Ice Palace **is certainly the better one. Graphics are swift and pretty, and the tune, though not totally suitable, is inoffensive in small doses. The game design, too, is nicely put together and there is an encouraging feeling of labyrinthine vastness to be explored. Where the game falls down, though, is in the excessive level of difficulty. For instance, a set of three lifts early on in the game would be easily negotiated, were it not for the random appearance of an unavoidable bird, which swoops down on the helplessly immobile adventurer, sending him crashing to his doom. This and other instances of excessive difficulty are just frustrating and lose the game my undying affection. Still worth a look though, but probably a more worthy buy to those who finished** IO **on their first game.**

PRESENTATION 70%
Large screen display, the initial choice of three weapons and reasonable joystick control.

GRAPHICS 83%
Colourful, varied and smoothly scrolling backdrops complemented by detailed sprites.

SOUND 78%
Polished throughout.

HOOKABILITY 62%
The difficulty level is an initial deterrent only rescued by the strong urge to progress.

LASTABILITY 75%
Once you've got over the frustration of the action, it'll keep you hooked.

OVERALL 78%
A playable and polished *Ghosts 'n' Goblins* variant only marred by its high frustration level.

► This particularly vicious dragon awaits the player at the end of the first level



ZZAP! TEST

BARBARIAN II – THE DUNGEON OF DRAX

Palace Software, £9.99 cassette, £14.99 disk, joystick only

●*Palace*'s sequel to the classic sword and sorcery hack-'em-up



At the end of *Barbarian–The Ultimate Warrior*, the barbarian rescued Princess Mariana from the clutches of the evil Drax, having slaughtered hordes of accomplished warriors. Much merryment followed. Drax, however, escaped the barbarian's vengeance, and fled to the deepest depths of the dungeons beneath his black castle, vowing to avenge himself against the entire Jewelled Kingdom – and end a personal vendetta with the barbarian and Mariana.

There is only one way to stop Drax. Both heroic characters – each an expert sword bearer – must travel to Drax's lair and put an end to the sorceror's plans. Only they are skilled enough to survive the treacherous journey and the terrors of his den. Their quest takes them through volcanic wastelands and underground caverns to the dungeons of the castle and the inner sanctum of Drax himself.

You are given the choice of playing Princess Mariana or the famed barbarian. Both carry formidable weapons; the warrior wields a mighty battle axe, and the princess swings a finely-honed sword. Both are capable of a variety of offensive and defensive moves. Injuries reduce energy, displayed in the top right-hand corner of the screen. When this drops to zero, one of five lives is lost.

Each of the four levels is populated by a series of grisly monsters. Saurian beasts, Neanderthal men, apes and mutant chickens in The Wastelands give way to Stabbers and Floaters, orcs, giant grubs, pit things and ray-shooting eyes in the later stages. Battles with a huge tentacled mutant and an aggressive red demon are a prelude to the final confrontation with the evil Drax himself. Calculatedly well-placed strokes reduce their energy to zero though some monsters can be despatched by a well-aimed head-severing blow.

Each level consists of a maze of approximately 28 screens to be explored with the aid of a sword compass display at the bottom of the screen. Treacherous holes and pits can be avoided by jumping. Falling down into the abyss results in instant loss of life.

Exploration is sometimes halted by locked doors to which the appropriate keys must be found. Other objects give extra energy and resistance to attack, while the jewel and shield give protection against the Living Idol and the Demon. The globe guards against the fatal effects of the spells Drax casts. Once collected, all objects are displayed at the bottom of the screen.

Prepare for the epic quest ahead: hostile monsters and strange lands await you. Grip your trusty battle axe and steel yourself for some horrific action: only the barbarian and Princess Mariana can win the day . . .



▲ **Pools of energy-sapping slime block the escape route from a pair of hungry mandibles**



▼ **Not even a barbarian's strength will allow him to get through that gate without a key**

The original Barbarian **was renowned for its gore, but** Barbarian II **is even more horrific! The simple one-on-one fight format has given way to a game featuring some hideous creatures that do the most foul and disgusting things to our heroes. The pit monster, for example, regurgitates warriors' skulls having dragged their owners, kicking furiously, into its gargantuan jaws to crunch within its dark hollow. All this blood-curdling action is depicted in the form of some beautifully defined and realistically animated sprites cavorting about against extremely atmospheric backdrops. The Barbarian himself looks thoroughly convincing, muscles flexing with every swing of his axe. The sound is of a similarly high standard, with a wealth of hacking, thudding and crunching spot effects (the Dungeon Master's laugh is particularly impressive). It's easy to get involved in the violent gameplay due to the amazing characterisation of the various nasties. On more than one occasion I've found myself shouting at a monster, blaming him for my current position! If you're into a bit of binary bloodshed, I can wholeheartedly recommend shelling out for** Barbarian II. **Now, where's my battle axe . . .**







Anyone that has any taste for binary violence in their blood will warm to the attributes of Barbarian II. Never has such a wealth of blood and guts been thrown across a monitor screen! The programmer's imagination must have been working overtime to create monsters of such a gruesome appearance, and the attention to graphical detail is phenomenal. The players' characters are stunningly defined and animated, hacking their way through screens of equally impressive enemies. All of the four levels are well-programmed and designed, each having its own particular atmosphere. Barbarian II is packed with humorous (if somewhat unsavoury) touches, such as the Saurian Beast that gulps the player's head, or the tentacled pit-monster that drags the unwary warrior into its gaping jaws. It really brings out the worst in you! I must admit that when a creature's head is removed with a swift chop, there's a good deal of satisfaction. If Barbarian appealed to your sicker nature, then Barbarian II is a must!

The first game in this series was very well received and despite some controversy over the sexist Maria Whittacker packaging, was instantly recognised as the best beat-'em-up on the Commodore. The Dungeon Of Drax is more than equal to its predecessor. Despite a reduction in the number of attacking moves, the exploration element makes it much more playable than the original. The graphics are on the blocky side, but colourful, atmospheric and well defined, and some great animation gives a very pleasing overall visual effect. The sound effects, too, are top quality, using the same type of sample-like sound heard in Palace's Cauldron II and The Ultimate Warrior. Anyone who enjoys beat-'em-ups of any style will love Barbarian II and can be assured of money well spent. It's even better than Barbarian I.

▲ This monster doesn't tolerate fools – one wrong move and he'll bite your head off!





◄ The fat eunuch is set for a spot of GBH while some unhealthy-looking prisoners spectate

PRESENTATION 91%
Clear screen layout, responsive controls and choice of character.

GRAPHICS 95%
Well defined and animated, with both horrific and humorous sequences.

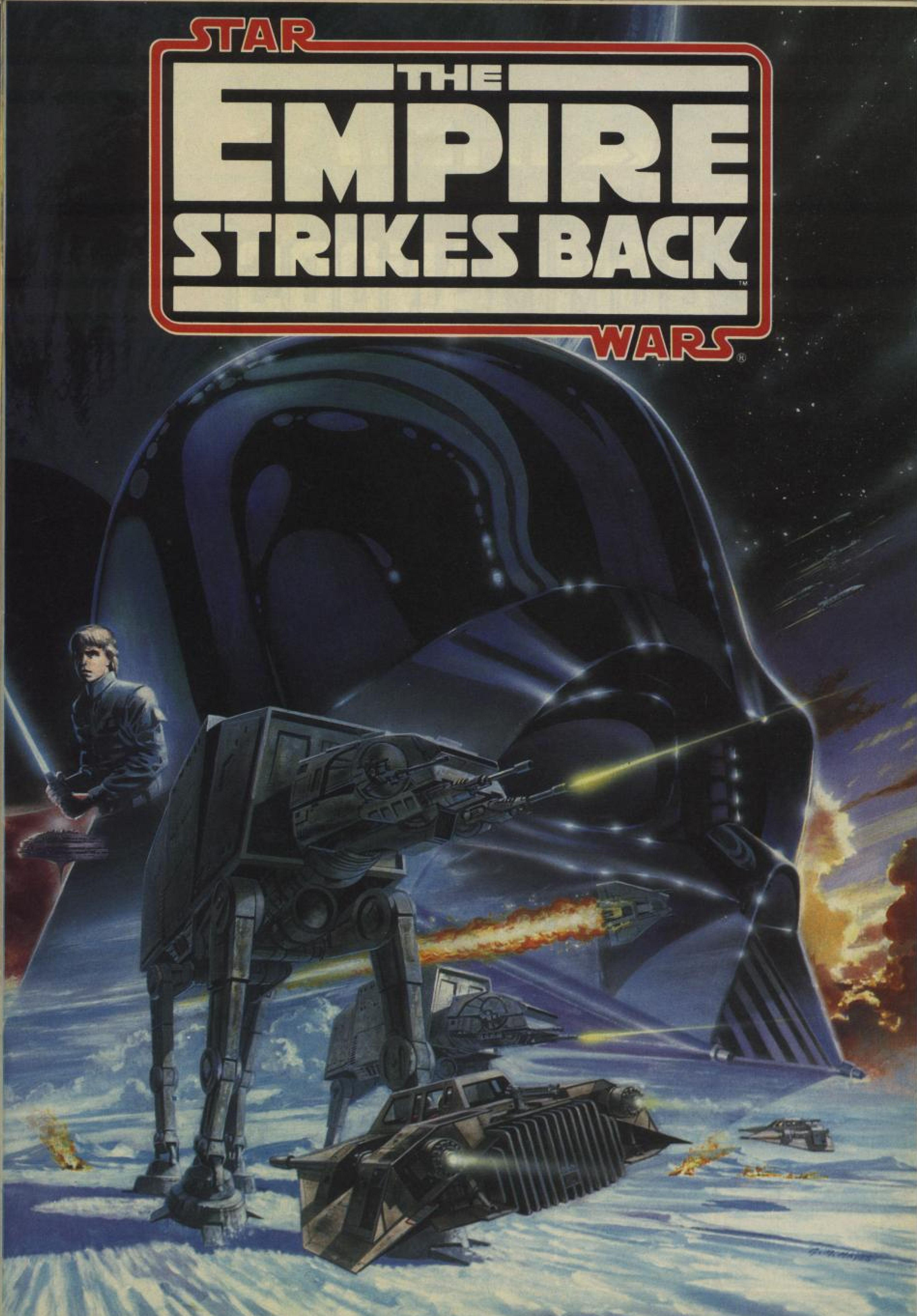
SOUND 92%
Realistic and amusing effects generate a very compelling atmosphere.

HOOKABILITY 96%
Violent action mixed with exploration elements prove immediately attractive.

LASTABILITY 94%
With four varied levels and 21 enemies to face, hours of enthralling play are on offer.

OVERALL 96%
By far the best (and goriest) beat 'em up and an excellent sequel to Barbarian.


STAR
Brought to you by the team who produced the top-selling STAR WARS® game, THE EMPIRE STRIKES BACK ™ is the next stage of the unfolding drama.
This game follows the non-stop action of the movie and is a direct conversion of the famous coin-op.
The player takes the role of Luke Skywalker, piloting a snow-speeder against the huge Imperial Walkers. Darth Vader controls his forces with deadly cunning, using his Probots to search and attack the Rebel Base.
The action continues as the player becomes Han Solo in the Millennium Falcon, looking for safety in the galaxy whilst being attacked by Tie-Fighters and dodging asteroid storms.
May the Force be with you – Always!
WARS®
EMPIRE STRIKES BACK
Atari ST
Spectrum
CBM 64
Programmed by
VEKTOR
®, TM & © 1988, 1984
LUCASFILM LTD.
& TENGEN.
All Rights Reserved.
DOMARK LTD.
Registered User
Published by
DOMARK
22 HARTFIELD ROAD
LONDON SW19 3TA
01-947 5624


STAR
THE
EMPIRE
STRIKES BACK
WARS

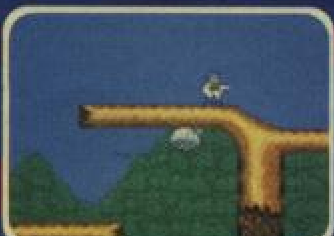


CAPCOM™

CBM 64/128	9.99c 11.99d	ATARI ST	19.99d
SPECTRUM	8.99c	AMIGA	24.99d
AMSTRAD	9.99c 14.99d	IBM PC	19.99d

GIANTS OF THE VIDEO GAMES INDUSTRY



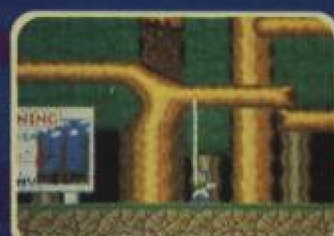


Ten years have passed since the devastating war when the enemies secret Zargon missiles destroyed our civilization.

The only hope we have of regaining our home world and re-building our lives lies in the hands of our elite force of Bionic Commandos. With their telescopic limbs, sophisticated weaponry and bionic power they must infiltrate the enemy bases, destroy the deadly foe and neutralize their doomsday weapons.

Your skill and their bionic powers are our only hope ......





OOPS!

The Big Apple, £9.95 cassette, £14.95 disk, joystick only

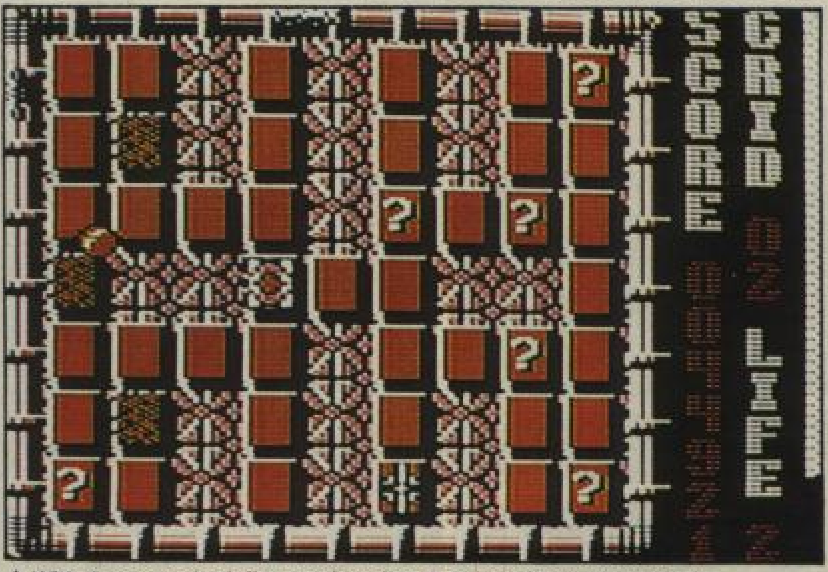
How can you refuse? You've been given the chance to control a lone space time control quadroid in a 32 screen arcade puzzle game. The ultimate aim is to collect eight glowing gravity pods scattered around the grid of pathways in the space time continuum, whilst avoiding evil meanies and treacherous footing within the imposed time limit.

Three lives are initially provided, although extra lives, time extensions and bonus points are all available by running over question marks etched on certain tiles. As with most games, this one has its fair share of mean 'n' nasty villains: here an orange electron ball and Rimlords ceaselessly follow the player's every move. Hesitate too long, and blammo!

The pathway itself is also dangerous, since some tiles crumble as the quadroid passes over them (any subsequent movement over such tiles causes them to collapse and hurl the player into the atomic gravitational void). Others disappear and reappear at regular intervals, thus requiring careful timing to cross – missing these condemns you to a similarly terminal fate.

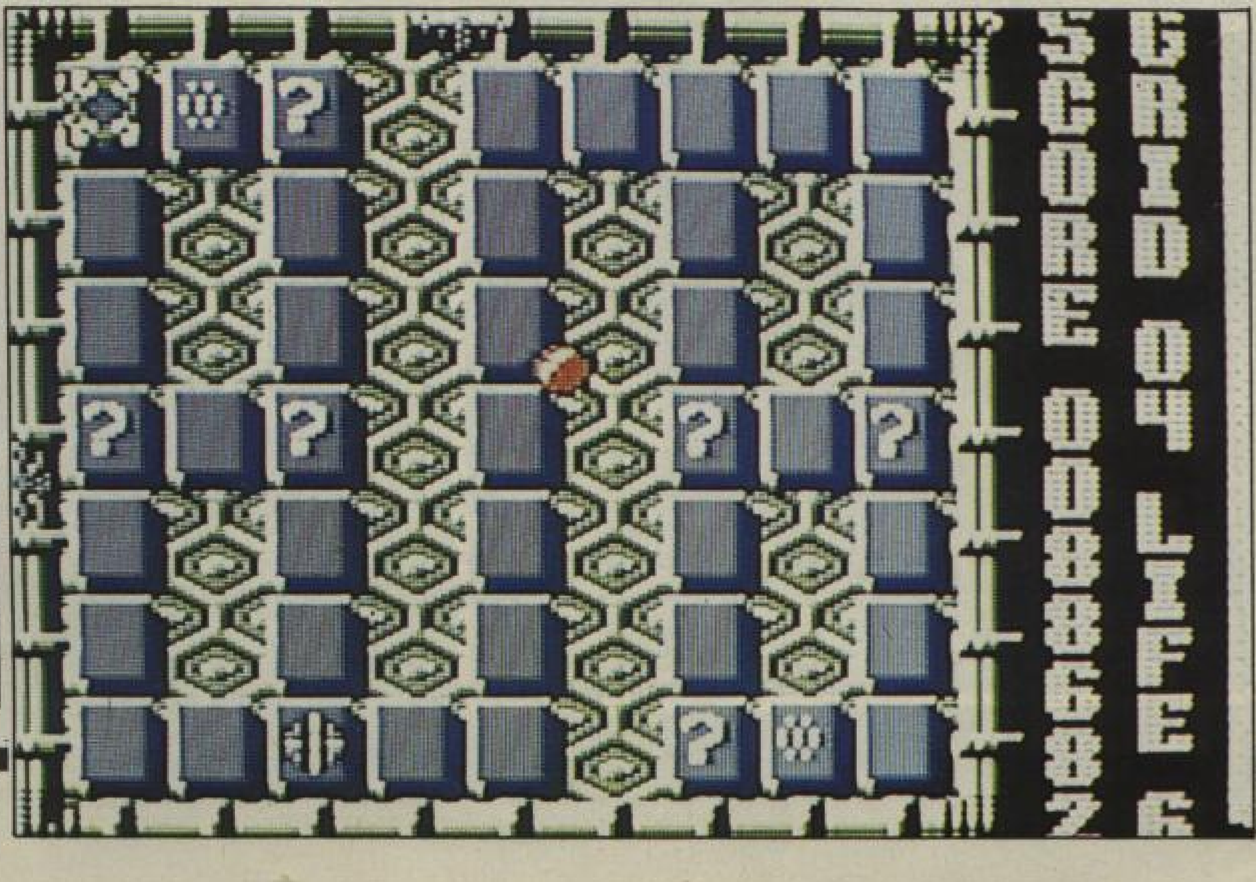
In your defence is the ability to drop and remotely detonate a small explosive device, useful when being harassed by the nasties. Equally helpful are the matter transporter devices scattered around the screen: landing on one of these transports the quadroid onto a predetermined tile elsewhere.

Once the eight pods have been collected, it's onto the next fun-filled level. After every two have been completed, a bonus round appears: this hasn't got any meanies but has a low time limit which gives you the chance to collect a much needed bonus – but only if you're quick!



▲ With three cracked tiles ready to break at the slightest strain, the future doesn't look promising for the hapless Quadroid

▼ Cameron's obviously been practising – this is the third screen of *OOPS!*





I can assure you that Oops! wasn't the first word that sprang to mind in my early attempts at the game; suffice to say that it's unrepeatable in a family magazine, (Is this a family magazine? – Ed) although it did consist of four letters. However, after much patient play I found it to be a challenging and (on the whole) pleasantly frustrating game. Graphically it's good, the only real pain in the bot being the eye-boggling backdrop, which scrolls around whilst the foreground remains stationary. This causes severe eye strain, and does nothing to aid concentration. Despite that small moan, Oops! is a competent arcade strategy game, and I hope to see more of The Big Apple's software in the near future.



Though this doesn't rank alongside the great Commodore puzzle games, it's still very compelling. The action is simply a matter of learning patterns – there's no random element to make things any more difficult – but even so it's very morish because of the points-for-time-remaining scoring system. Graphically and sonically it's nothing special: the colours are an odd mixture of garish shades and the effects are pretty nondescript. However, when it comes to gameplay you can't put your joystick down: you make just enough progress each game to get you tearing your hair out and wanting more. The only major question mark is against lastability – the levels are hard but they don't last forever; even so, take a look.



Big Apple have certainly started their label on the right foot with OOPS!. Like all the best puzzle games, this one doesn't look that special, but so many fast-moving hostile elements makes collecting Gravo-pods horribly frenetic and so play is very addictive. At first, the ruthlessness of the computer may be so frustrating as to be demoralising, but Oops! is very much a pattern game so after a few goes the player quickly learns where the next Gravo-pod is going to appear, allowing fast and easy progress. The only irritating part of the game for me was the distracting background which constantly scrolls behind the grid – I'm sure that the gaudy colours and perpetual motion could induce eyestrain during concentrated sessions. Otherwise graphics and sound are competent enough not to detract from the overall aura of quality and if I were you, I would definitely have a hunt on the software shelves for this.

PRESENTATION 54%
Adequate instructions, but it lacks a demo mode or two player facility.

GRAPHICS 74%
Large, brightly coloured sprites charge around a mind-boggling backdrop.

SOUND 68%
Pleasant title tune coupled with functional sound effects.

HOOKABILITY 62%
Initial frustration almost causes joystick destruction.

LASTABILITY 79%
Persistence reaps rich rewards, and many hours of puzzling action can be enjoyed.

OVERALL 74%
A challenging arcade strategy game that should appeal to many fans of the genre.

ZZAP! TEST

HAWKEYE

Thalamus, £9.99 cassette, £12.99 disk, joystick only

●Defeat the Skryksis as cyborg warrior in the latest *Thalamus* production

ZZAP! GOLD MEDAL AWARD

A civilisation that had reached perfection was destroyed by Skryksis, a devilish tribe of Milky Way nomads. In the year of Naron, an ancient hero, they invaded the planet Xamox and viciously massacred its people for security purposes. A few of the survivors went underground when the Skryksis started to build radiation plants which poisoned the atmosphere and made it impossible to live on the planet surface.

Driven by revenge, the survivors started to develop a synthetic lifeform, half robot, half human, which was specially designed to break through the heavily guarded sectors that led to the infamous radiation plants.

Now at last the SLF is complete. Its controlling computers are not considered fast enough to cope with the enemy environment, so the cyborg is directed by remote control. The warrior entrusted with this dangerous mission is known as Hawkeye. His Xamoxian mind is in total synchronisation with the movements of the battling droid.

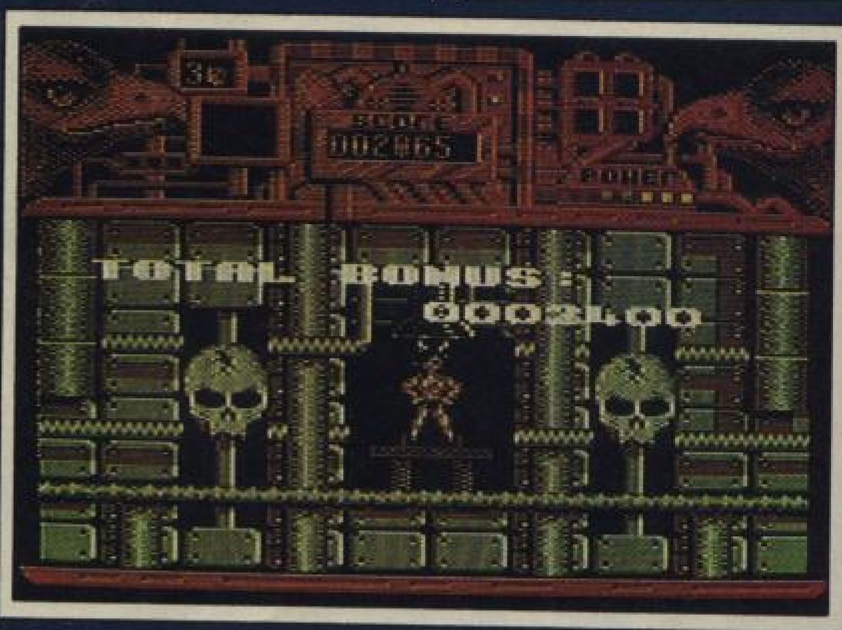
The action of the journey to the Skryksis' central base takes place over a series of levels against a horizontally scrolling landscape of platforms, cities, villages, icy plains, and dusty deserts.

These strange and unfamiliar lands are populated by a whole range of weird and wonderful creatures. They attack from ground-level, swoop in from the sky, and crawl up from below the earth. Collision and contact deplete the cyborg's energy, which is displayed as a small horizontal bar at the top of the screen. Should this fall to zero one of the SLF's three lives is immediately lost.

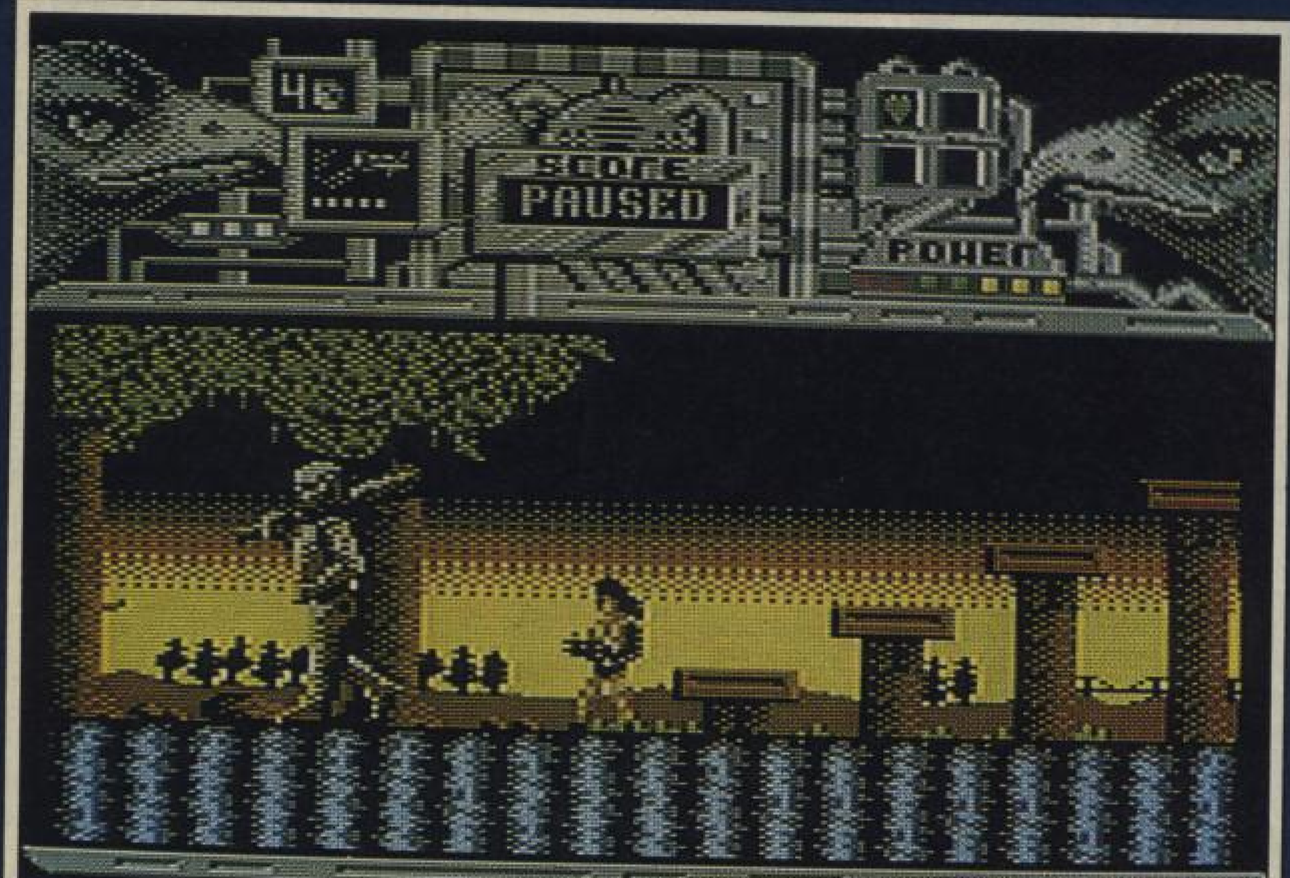
Monsters are countered by using Hawkeye's armoury of four weapons, each of which has different firing capabilities and speeds. A small window to the left of the display panel indicates the weapon currently in use. Further weapons are selected by holding down the fire button until the

The fifth Thalamus game is by Mario Van Zeist, and this shows that great games, like Stavros Fasoulos', are often programmed by our European cousins. Although the idea itself is fairly unoriginal, the story of the Xamoxians is a very interesting one, and is superbly told by an animated head – text appears as the creature 'talks', and a relevant static picture appears for each page. Beautiful colour effects on the title screens lead into an equally attractive game, headed by two well-drawn hawk heads. A 'Hawkeye Control System Ready' message below the SLF nicely simulates the idea of the player having remote control over the warrior, before you begin hectic 'shoot and run' scrolling combat in the style of Green Beret **(except, thankfully, easier!) The sprites are well animated and, if unspectacular, of above-average definition quality. The parallax scrolling of the backgrounds is very impressive indeed. There's some well-written music to match the standard of the graphics including a funky bonus screen piece, which is reminiscent of Hubbard's better soundtracks. With free selection of four weapons (providing you've got ammo), some strategy needs to be developed to defeat the varied enemies with maximum efficiency, adding interest to an already addictive game. Keep up to date with your Thalamus games collection and get hold of a copy of** Hawkeye **– you won't regret it.**



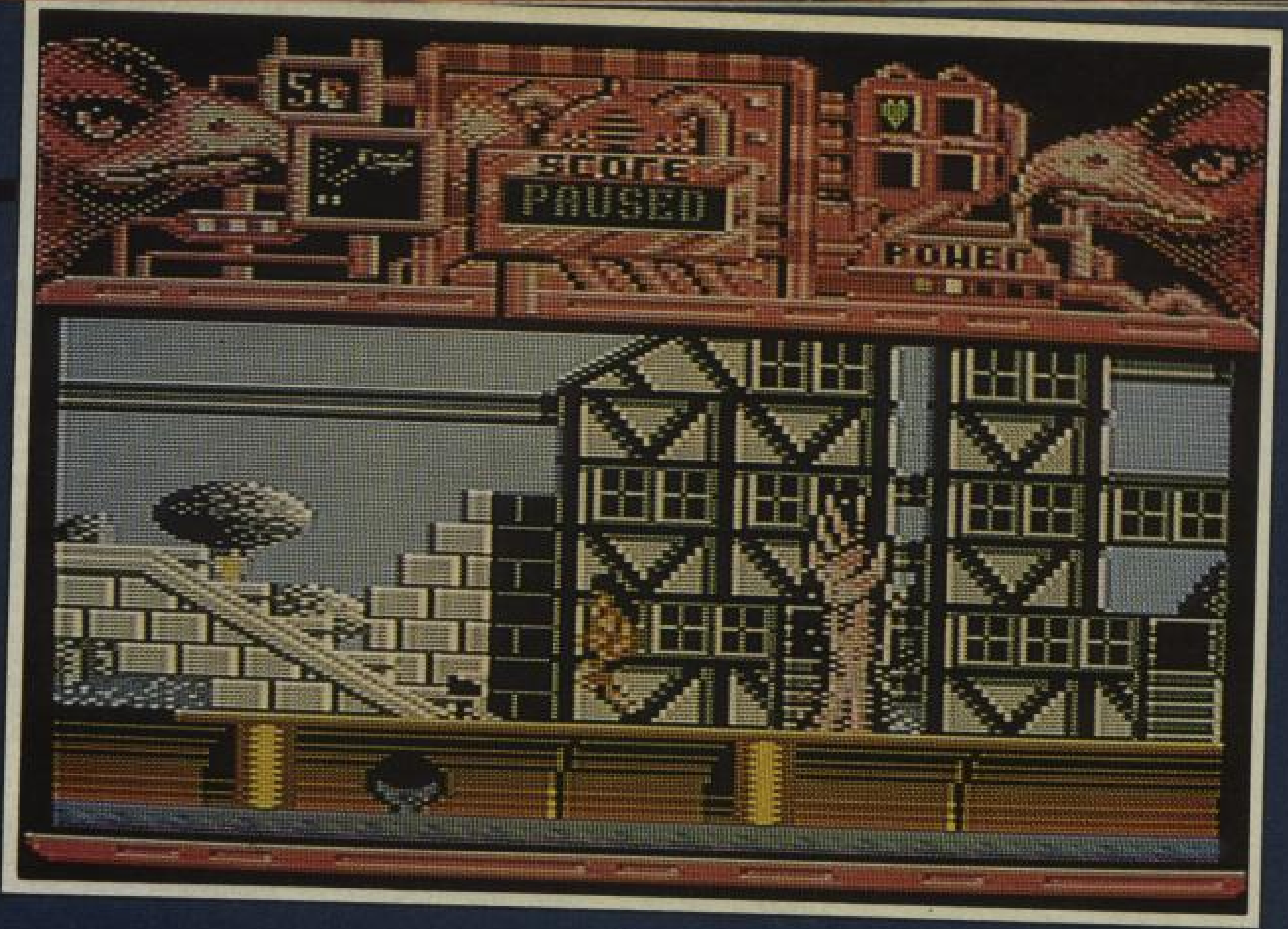


◄ No-one knows better than Hawkeye that icon collecting can really take it out of a guy – but fortunately, he has a between-screens recharge to look forward to



◄ The plucky cyborg avoids a potentially nasty encounter with a club-wielding stone giant

► Beneath the baleful gaze of the omniscient hawks, Hawkeye tries to become more of a man

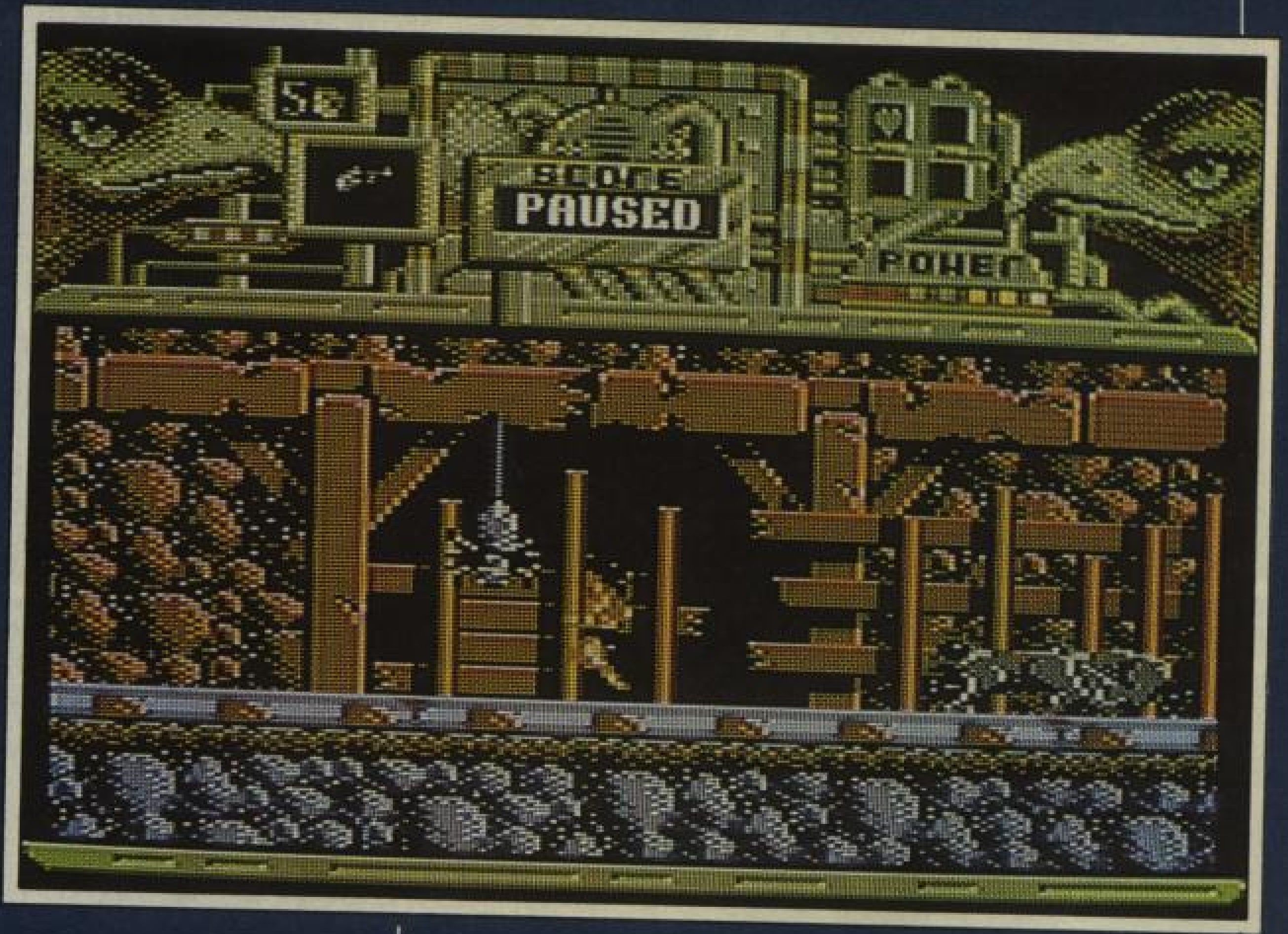


weapon displayed flashes, then pushing left or right till the desired weapon's icon appears – alternatively, the function keys can be used. The first weapon option is a pistol, which has unlimited ammunition but lacks power. The other three weapons are more powerful, but have limited ammunition. The amount of bullets remaining is shown below the appropriate weapon. Three lights go out if there is no ammunition left. Further supplies can be picked up along the way, however, and ammunition is restored on completion of a level.

Different materials designed to improve the skills of the SLF are scattered around the different environments. Once collected, these raw components allow you to create more cyborgs, thus increasing your supply of lives.

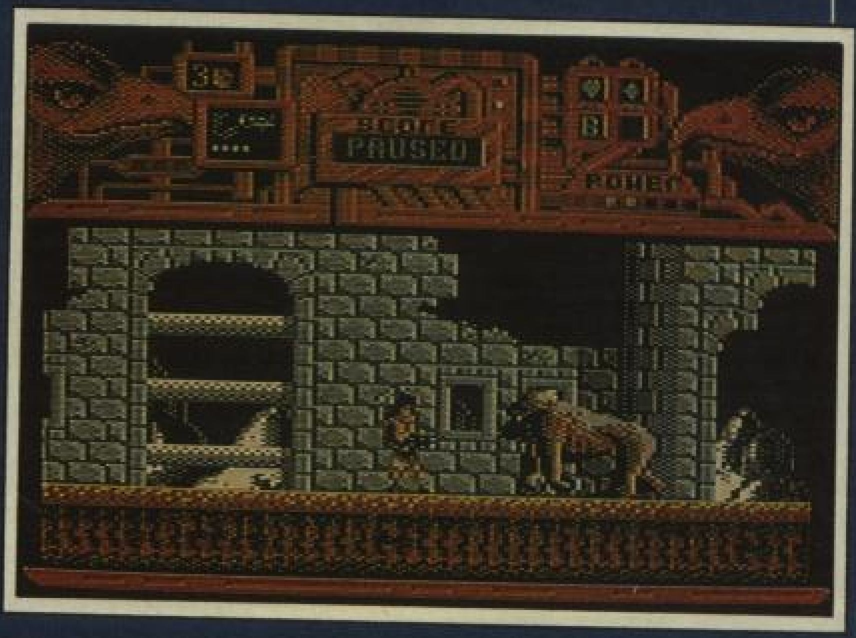
To complete a level, all the puzzle pieces scattered around each stage must be collected by guiding the SLF into contact with them. Two hawks at the top of the screen aid this process – the eyes of either head flash to indicate the direction in which you should head. The jumps necessary to collect the puzzle pieces and traverse levels are controllable – the length of a jump is dependent on how long the joystick is held left or right.

► Arachnid attack! Blast that spider, Hawkeye!





► The Skryksis resort to gorilla tactics



The first thing that strikes you about Hawkeye **is the amazing presentation, commencing with the stunningly animated alien face that details the mission. Thankfully the presentation is backed up by a brilliant game, well up to Thalamus' high standards.** Hawkeye **is instantly playable, engrossing the player with its impressive graphics and atmospheric sound. The Synthetic Life Form (SLF) sprite is superbly drawn, running and jumping against colourful, smoothly scrolling parallax backdrops in his weapon-crammed utility underpants! The various droids, demons and dinosaurs, each with their own personality, are also well-defined. The music adds a suitably futuristic atmosphere to the proceedings sounding quite hi-tech in its execution. But** Hawkeye**'s quality doesn't stop at the sound and graphics – within the glossy packaging lies an extremely playable and addictive arcade game. Even if you already have a great number of horizontally-scrolling shoot 'em ups in your software collection,** Hawkeye **is definitely not to be missed. There are two brilliant Gold Medals this month: don't choose between them – save up for both!**

ZZAP! TEST

HAWKEYE

A jingle sounds when all the pieces have been collected, and the SLF is guided to the far right of the level. There are 12 levels to complete before the radiation plants can be shut down and Xamox is safe once more.

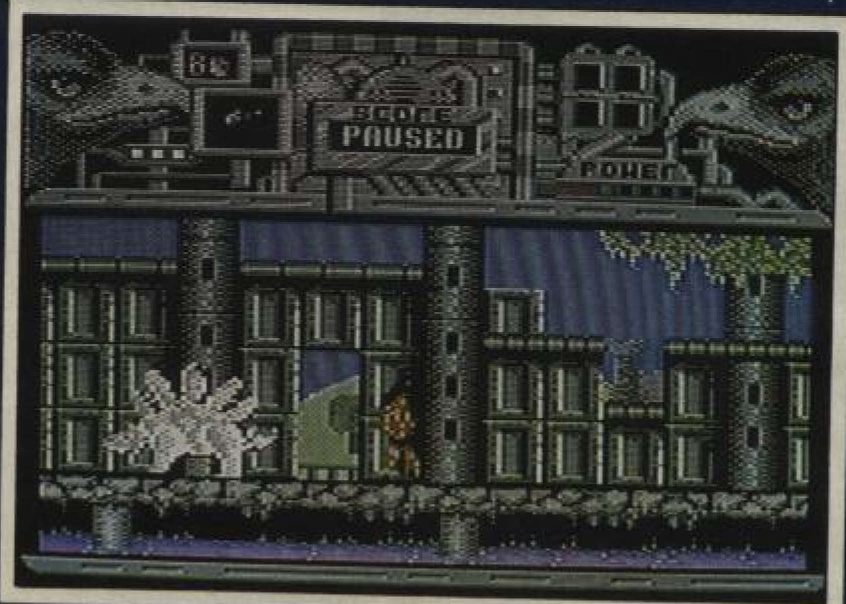
If Hawkeye's mission fails, the remote control SLF short circuits and cannot unload its energy to the next cyborg, with the result that the warrior becomes mentally dead. The mission is crucial; not only the future of Hawkeye but the history of his planet hangs in the balance. He cannot afford to lose . . .

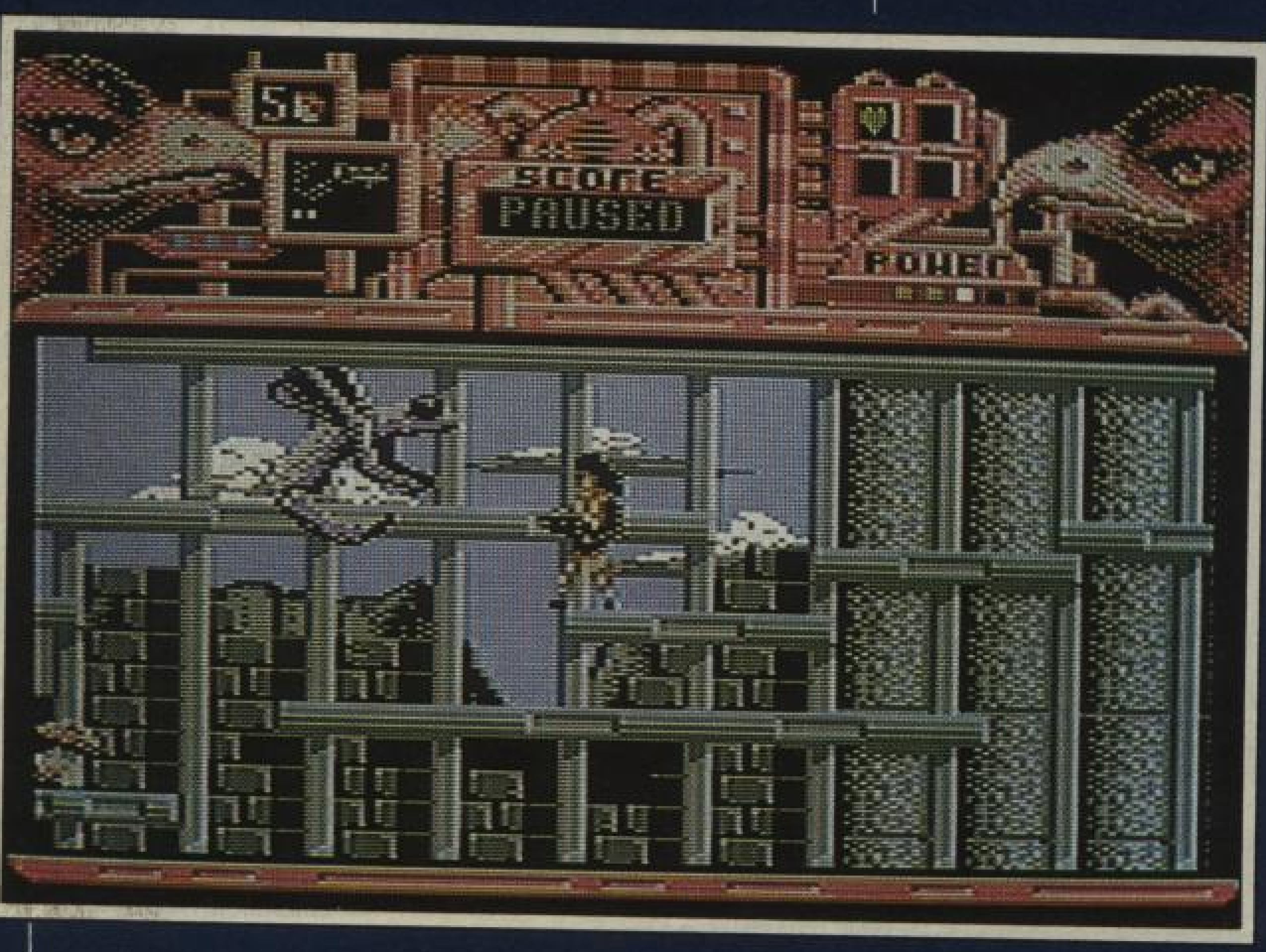


Always one to enjoy a decent quality shoot 'em up, I was very pleased when Hawkeye made its way into the office. It's an extremely polished and playable shoot-and-collect game, with more than its fair share of impressive graphical touches. The entire program is shrink-wrapped in glossy presentation, featuring a film-like SF opening sequence and faultless in-game appearance. When it comes to the playability stakes, Hawkeye succeeds, in one respect, where other shoot 'em ups fail. A certain amount of thought and attention must be applied to the basic game; which path to take over the platforms, whether or not to waste a weapon on a particular monster and other such problems must be decided quickly and strategically. The extra weapons available add a frenetic quality to the game and give a feeling of immense power when an alien is blasted to smithereens! Overall, with so many disappointing shoot 'em ups being released, Hawkeye arrives as a welcome distraction from the standard 'steer the ship round the scenery' games.



▼ Phew! The slow-witted stegasaurus continues its single minded search for vegetation, blissfully ignorant to Hawkeye's presence.





◄ A leather-winged mutant prepares to introduce our hero to the sting in its tail

PRESENTATION 99%
Amazing animated Xaroxian, mix-e-load, practice mode, secret level, attractive demo/title screen sequence and much more besides!

GRAPHICS 94%
Excellent use of colour throughout, smooth sprites and parallax backgrounds.

SOUND 91%
Some great music and appropriate spot effects.

HOOKABILITY 93%
Opening sequences lead to instantly playable platform/ shoot 'em up action

LASTABILITY 94%
12 puzzle-piece levels to complete with many weird creatures to defeat.

OVERALL 96%
An addictive and beautifully presented shoot 'em up of the highest calibre.

The things people do to keep hold of their Young Persons Railcard.



It's not surprising when it only costs £15 and gives 16-23 year olds ⅓ off most rail travel for a whole year. Pick up a leaflet for details.

Young Persons Railcard.



YOUR SEARCH FOR THE ULTIMATE

A bead of sweat gently strokes your brow. Fingers tortured with anticipation. Eyes riveted to the screen. Nothing can stop you now. The record score is one carefully aimed F16 missile away. Ready. Aim. Fire!

Oh no! ...... missed.

If you live and breathe Personal Computers there's one event that shouldn't be missed. Personal Computer World has always been the target for people wanting to see the very best in leisure computing. But this year we've set our sights on making it even bigger and even better.

To reflect this new direction, we've also retitled the event 'The Personal Computer Show' and moved it to Earls Court, London's premier exhibition centre.

Inside the specially allocated Leisure Hall will be assembled all the leading companies from the U.K. and overseas. Showcasing the most dynamic and exciting games software on the market.

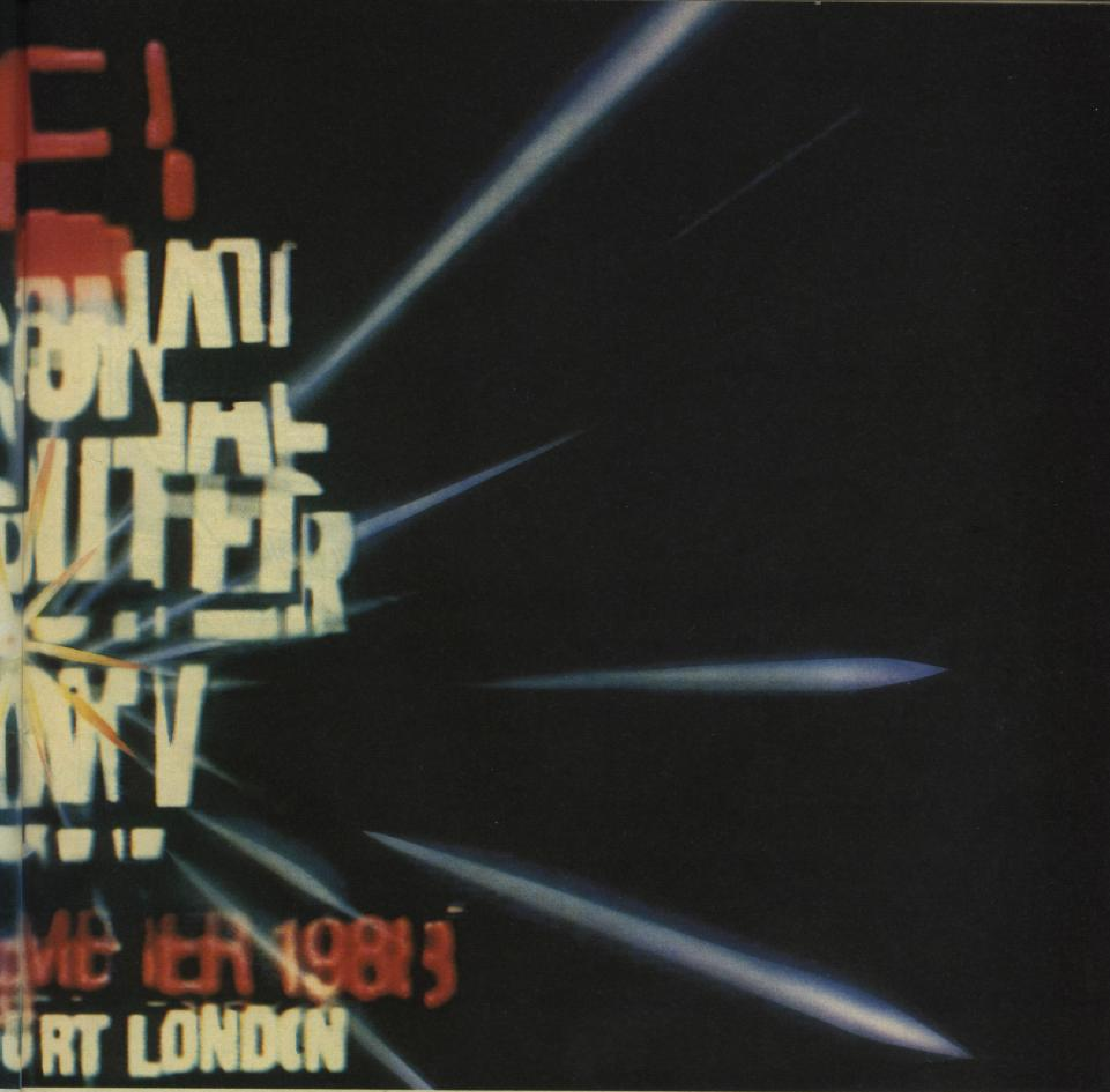
There's simply no better way of getting your hands on the very latest technology. Feel free to try the games yourself or to see how the experts perform live on the gigantic Pepsi video wall at the National Computer Games Championship.

There will also be daily Personal Computer Conferences covering topics from small business to music, to help you get more from your computer. To obtain more information about the conferences please call 01-948 5166.

So if you think you've given the current batch

TAKE THE PEPSI CHALLENGE WITH PEPSI **AND**

The Personal Computer Show is presented by Personal Computer World a V.N.U.



BACK-UP AND TRANSFER PROGRAMS FROM
DISK TO TAPE ▶ TAPE TO DISK ▶ DISK TO DISK ▶ TAPE TO TAPE.

LAUNCH AHEAD! WITH THE NEW 'ROCKET POWERED' Expert CARTRIDGE

INCLUDING V3.2R SOFTWARE

NOW FASTER THAN WARP 25!

COMPLETE BACK-UP SYSTEM



'HIGHLY RECOMMENDED' C.C.I. REVIEW — JUNE '88

ONLY £29.99 POST FREE

ROCKET — A SUPER-FAST DISK TURBO LOADER.

- LOADS INDEPENDENTLY OF THE CARTRIDGE
- RELOAD ON AVERAGE BACK-UP IN 6 SECS.
- LOADS ANY SIZE OF FILE.
- ONE FILE FORMAT.

ROCKET LAUNCHES THE EXPERT AHEAD OF ALL OTHER BACK-UP CARTRIDGES AND COMES **FREE** ON DISK, WITH EVERY EXPERT.

UTILITY FUNCTIONS

- SPRITE SAVER & EDITOR WITH 'ANIMATOR'
- INFINITE LIVES COMMAND
- JOYSTICK AUTOFIRE MODE — EVEN BETTER THAN AUTOFIRE JOYSTICKS.
- JOYSTICK PORT SWAP — YOUR BACK-UPS CAN USE THE SAME PORT.
- POWERFUL & PROFESSIONAL 64k M/CODE MONITOR.
- PRINTOUT HIRES & LORES SCREENS.
- EXPERT EXPRESS — USE THE EXPERT AS A DISK TURBO LOADER.

MAIN FUNCTIONS.

- FREEZES ALL PROGRAMS.
- CREATES A BACK-UP ONTO DISK OR TAPE
- REGARDLES OF WHETHER THE ORIGINAL WAS LOADED FROM DISK OR TAPE.
- INDEPENDENT TESTS SHOW THE EXPERT TO HAVE THE MOST EFFECTIVE COMPACTOR SO YOU CAN SAVE MORE GAMES PER DISK AND HAVE FASTER RELOADING.
- SAVES A BACK-UP IN ONE FILE.
- EXPERT IS NOT NEEDED FOR RELOADING A BACK-UP
- PROGRAMS RELOAD IN LESS THAN 10 SECONDS USING NEW ROCKET LOADER.

THE EXPERT USER GROUP. 66A HAROLD ST., GRIMSBY, DN32 7NQ.

Only the EXPERT has it's own truly INTERNATIONAL USER GROUP. To join, send £3.75 (UK residents) or £5.75 (overseas residents), for the next 3 issues of the group's 40 page magazine "EXPERTISE". Contents include pokes & cheats, problems, letters/queries, penpals page, programming tips, machine code for beginners, etc. etc.

UPGRADABLE.

Only the EXPERT comes with its operating software on disk or tape, making upgrading both simple and inexpensive — just look at our competitors ads to see how much THE EXPERT'S rivals cost to upgrade.

THE PROFESSIONALS CHOICE — WIDELY USED BY LEADING SOFTWARE HOUSES

The EXPERT is highly acclaimed by all leading programmers for its ability in help producing all the best games. Even a major budget software house uses THE EXPERT — although they don't like to admit it.

EDUCATIONAL

The EXPERT is a great learning aid, it is ideal for getting to grips with machine code. The powerful monitor enables you to inspect the entire 64k ram plus the roms, plus the input/output chips, plus the processor registers, plus zero page. You can disassemble machine code, alter, transfer, compare, search, fill and load & save. There are hex to decimal & decimal to hex conversation commands, plus an Assemble command so that you can write your own machine code programs. In all, over 29 commands are available.

THE UNIQUE EXPERT — THERE IS NOTHING QUITE LIKE IT.

If you are used to conventional cartridges you may find that THE EXPERT takes a little getting used to. You see, it uses a RAM chip and is programmed before use from disk or tape, this takes only a few seconds, but means that it is very simple and easy to upgrade THE EXPERT, unlike conventional cartridges. We are confident that within a very short time, like thousands of other EXPERTERS worldwide, you'll agree that THE EXPERT is the best thing you've bought for your 64. Should you not be satisfied, then return it within 10 days for your money back.

THE EXPERT UTILITY DISK V3.2

This is essential for transferring some multipart games, it contains over 25 multipart transfer routines, 25 pokes for protected games, over 50 cheats for infinite lives etc., a SUPER COMPACTOR which reduces an EXPERTED game by up to 40% plus a FAST FILE COPIER, AMAZING VALUE AT ONLY £5.95.

UPGRADES FOR EXISTING EXPERT OWNERS

Send only £3.50 for the LATEST V3.2R SOFTWARE as described above and including ROCKET the new super disk turbo loader.

FREE EXPERT BADGE WITH EVERY ORDER!

I'm rocketing with the Expert!

- 10 DAY MONEY BACK GUARANTEE IF NOT 100% SATISFIED.
- ALL ORDERS DESPATCHED PROMPTLY BY RECORDED DELIVERY.
- EXPRESS REGISTERED POST AND SAME DAY DESPATCH — PLEASE ADD £1.95.
- PLEASE STATE DISK OR TAPE WHEN ORDERING.

HOW TO ORDER

BY PHONE ▶ 0274 691115
OR FAX ▶ 0274 600150
WITH ACCESS OR VISA.

BY MAIL — SEND CHEQUE, POSTAL ORDER, PO GIRO, OR CASH IN REGISTERED LETTER, EUROCHEQUE, BANKERS DRAFT. ▶

Trilogic Dept. ZZ , Unit 1.
253B New Works Road
Low Moor, Bradford BD12 0QP

EXPORT SALES OUR SPECIALITY. PLEASE ADD £1.00 ADDITIONAL POSTAGE & SEND PAYMENT IN STERLING ONLY. EXPORT MASTERCARD/ACCESS & VISA ORDERS ACCEPTED BY PHONE OR FAX.

MARAUDER

Hewson, £9.99 cassette, £14.99 disk, joystick only

In centuries past, the legendary Jewels of Cyzmandius were stolen and buried beneath the planet Mergatron where they have remained until now.

The automatic defences still function to this day, ready to spring into action against any potential intruder aiming to retrieve the Jewels. But you, Captain CC Cobra, have made it your job to infiltrate the base on Mergatron and return the jewels to their rightful home. The Marauder battlecar is your transport, and its weapons and defences are all you can depend on.

Steering your battlecar along the vertically push-scrolling scenery, the main means of attack is the laser cannon mounted on the top of your vehicle. Gun-emplacements, flying drones, electro-hoverers and defence beacons all fire at you and must be evaded, along with seeker missiles which home in on the Marauder craft. All on-screen enemies can be destroyed by activating a smart bomb with a push of the space bar, but only three of these are provided, so discretion is needed.

The tops of defence beacons constantly change between six colours, and the effect of destroying a beacon depends on its current colour. Extra smart bombs, lives and shields (invincibility for ten seconds) are all available, but so too are the loss of a life, confusing control reversal, and laser jamming (for a ten second period) – so fire with care!

At the end of each level, the defences fire all they can at you, and if you survive you are transported to the next level, until the Jewels of Cyzymandius are yours.



▲ A city full of deadly surprises prepares to unleash a few on the awesome battle car

▼ Marauding we shall go . . .





Hewson have developed a good name for themselves with a number of high quality releases, but they won't do their reputation many favours with Marauder. **The rather tired vertically scrolling shoot 'em up game style doesn't fit in with their reputation for innovation. The only original features in** Marauder **are the defence beacons, and their colour-coded destruction result. A high difficulty level (enemy missiles abound) is off-putting, but perseverance does reap rewards. The most attractive feature is Barry Leitch's in-game music, a slow melancholy tune with a pulsing bass line and thoughtful lead line. The title music and sound effects, by comparison, are below par, and are a big disappointment. I would maybe advise someone in the market for a shoot 'em up to take a look at this, but there are many better examples of the genre.**



Waah! Marauder's **very high difficulty level makes it one mean vertical scroller, and I had terrible trouble just getting to the end of the first level. Strangely enough, though, this made for quite an addictive and challenging game which had me coming back to the joystick more than a few times. Surprisingly for a Hewson game, this isn't very highly polished graphically or sonically. The sprites are, with one or two exceptions, unimpressive, and I couldn't get on with the Barry Leitch soundtracks which accompany the title and high score displays. Definitely worth a look, but you won't be missing out on much if you can't spare the tenner.**



After all the classics which have been released under Hewson's auspices Marauder **is a surprising retrograde step. The graphics and presentation on the whole are rather unattractive, and the high level of difficulty make the game hard to get into. A few games are all it takes to discover the nuances of marauding, though, and interest slowly swells. Some of the enemy attack sequences are very nicely done, particularly the air attack with its bouncing bomb, and the swerving homing missiles. However, such niceties have trouble making play attractive in the face of a slow rate of progress through the levels, a consequence of the high demands the game puts on the player's reactions and shell-dodging skills. This overall toughness almost becomes discouraging, and I expect that it would put many players off the game after a while. Either that or the annoying warbling title screen tune.**

PRESENTATION 52%
No options or title screen to speak of.

GRAPHICS 54%
Small squashed-up sprites and detailed but slightly dull backgrounds.

SOUND 81%
Brilliantly atmospheric in-game music but little else to speak of.

HOOKABILITY 41%
High difficulty and tired scenario are an instant turn off.

LASTABILITY 70%
If you have the patience, there is some lasting interest to be had.

OVERALL 66%
A difficult but eventually playable shoot 'em up which slightly mars Hewson's excellent reputation.

STREET FIGHTER

GO!, £9.99 cassette, £14.99 disk, joystick only

Illegal street fights have become an international 'sport', and fighters from across the world are more than ready to take on any challenger. Ryu, a pugilist of Oriental origin, has set himself the task of taking on the best fighters from five countries to become the world champion street fighter.

Each contest is set against a horizontally scrolling background which contains the typically cosmopolitan landmarks that determine the opposing psychopath's country of origin. Both Ryu's own and his opponent's energy levels are displayed as horizontal bars, which are reduced in stature with every blow received.

Being well versed in the art of beating people to a pulp, Ryu has an array of offensive punches and kicks at his disposal as well as dodging manoeuvres, all of which are accessed using joystick or joystick and fire button combinations. Each bout is timed and the loser is the first to have all the stuffing (or the energy) knocked out of him. If neither fighter is horizontal at the end of the time limit, the one with more energy is judged the winner. Even if Ryu loses one bout, he still has the chance of victory, as the winner of the match has to be victorious in two rounds.

At the end of each level, the player gets a chance to earn extra points in a bonus level, which requires Ryu to smash through a pile of bricks. An energy bar oscillates rapidly between a maximum



After the great playability of GO!'s Bionic Commando, **I was quite looking forward to one of the kings of arcade beat 'em ups,** Street Fighter. **However, though by no means a complete disaster, this release is the return of the bad arcade conversion. I gained only partial control of my badly drawn, badly animated on-screen counterpart, so progress through the enemies was slow to say the least. I think if joystick control and response time were tuned up, graphics could be ignored and** Street Fighter **could become a very enjoyable game. If you're a big fan of the arcade version, you might like to consider buying this, but don't expect value for money. For the best unarmed combat game, play** IK+, **and if it's large fighters you want, then look at** Bangkok Knights. **There is a US conversion of** Street Fighter **which will probably be released, but until then at least, sit tight.**



I've never actually played the arcade version of Street Fighter, **and I can only really compare the Commodore conversion with the original on the basis of their graphics. Obviously they could never come close to the arcade's graphics, but GO! could have done a much better job. Blocky, ill-defined sprites and few frames of animation hardly do justice to one of the nation's favourite coin-ops of last year. A hit is shown as a black character square – not exactly state of the art! Joystick control interferes with gameplay considerably; response is slow and waggling is needed to make *any* attacking move, let alone the one you wanted. I consider** Street Fighter **to be a great conversion licence wasted. Go(!) elsewhere for beat 'em up thrills.**

▼ A pair of Martial Artist sprites fight over who is the chunkiest



THE FLINTSTONES

GRANDSLAM, £9.95 cassette, £14.95 disk, joystick or keys

Fred Flintstone is not a happy man. This is the weekend on which the final of the Bedrock Superbowl contest is being held. It's also the weekend that his mother-in-law is coming to stay, so Wilma insists that he paints the living room. Fred's only hope is to paint the room as quickly as possible, before the bowling alley closes.

So, armed with paint brush (which, incidently, is a squirrel) and paint-pot he sets about his task. To confuse an already complicated situation, Fred is also babysitting his daughter Pebbles. She has an annoying habit of leaping out of her playpen and scribbling on the walls, usually on a patch that poor old Fred has just painted. The only course of action open to him is to grab his daughter and put her back in the pen, although this means that he drops the squirrel, which begins merrily bounding around the room. Squirrel recaptured, Fred can return to painting – until Pebbles escapes again. A time limit slowly ticks away. If the wall is not painted in time, Fred loses one of his four lives.

With the living room redecorated, it's into the car and off to the bowling alley. As this is the Stone Age, road surfaces are pretty dire (they haven't improved much since) and the road is covered with rocks. If Fred is driving like the proverbial bat out of hell and hits a bump, one of the wheels hurtles gracefully into the distance. If a replacement isn't found pretty quickly, the bowling alley closes and Fred loses another life.

At the bowling alley, the serious business can begin. Spin and speed can be set prior to launching the bowling-ball, as can Fred's starting position. The player gets two throws per turn (frame), unless he is a right lucky swine and gets a

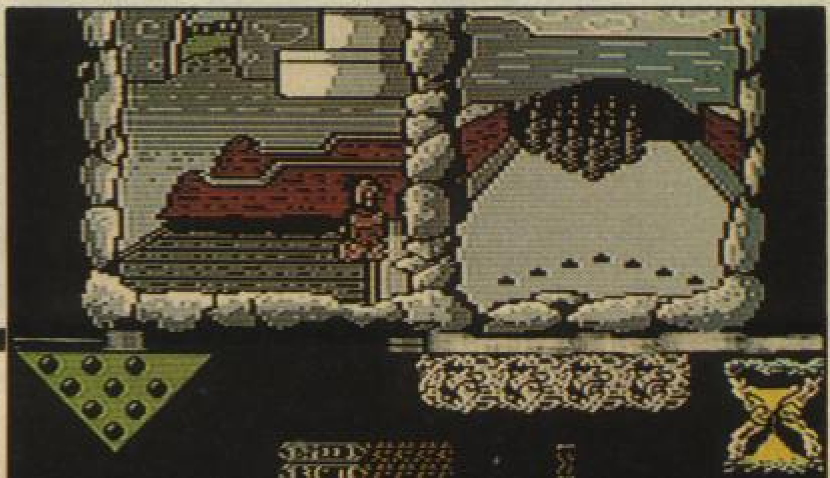


The first Flintstones game, Yabba Dabba Doo **by Quicksilva, had cartoon-like graphics similar to their TV equivalents, but suffered from tricky and uninteresting gameplay.** The Flintstones, **Grandslam's attempt at the licence, is a marginally more enjoyable game but has much less impressive graphics. Poor sprites and feeble backgrounds coupled with a grating rendition of the Flintstones theme tune create a bad impression, and frustrating controls in the painting section do not enthrall. The subgames are dated – a paint and collect game in 88?! – and the basic** Tenth Frame **bowling doesn't encourage the player to reach the final section. TV licences work rarely, if at all;** The Flintstones **certainly doesn't.**



Yabba Dabba Doo, it's the computer version of that Stone Age cartoon show, The Flintstones. **All the regulars are here: Barney, his wife Wilma, Betty, and of course the long suffering hero himself, Fred Flintstone. It strikes me that the programmer hasn't done his homework very well, as neither of the chunky heroes looks much like their TV personnae. The sound is good with a decent rendition of the theme tune, although this can be switched off if desired. The gameplay is a little difficult at first, due mainly to the slightly unresponsive control. But perseverance does reap some reward, though I personally found the game to be too difficult to warrant extensive play. Take a look and see what you think.**

▼ 'Tchee, Fred, yuh muss be slippin'! Yuh only hit one pin!'



and minimum power level, and a press of the fire will smash a certain number of bricks depending on where the bar was stopped.

Two players can compete against each other in a preliminary battle, one taking the role of Ryu and the other becoming a martial artist going by the unlikely name of Ken. The winner of this bout is the one who then goes on to the street warriors, as in the single player option.

PRESENTATION 36%
Unnecessary additional loading and poor control response.

GRAPHICS 48%
Pleasant enough backgrounds but poor sprite definition and animation.

SOUND 71%
Several pacy but unremarkable tunes.

HOOKABILITY 57%
You may *want* to like this game but poor overall presentation make it impossible.

LASTABILITY 37%
Patience won't last long, and 'unbeatable move' syndrome is in evidence.

OVERALL 36%
An unfortunately poor conversion of a very well received arcade game.

strike. Ten frames make a game and three games make a match. There is no time limit, so if Fred loses the match, he can still move onto the final section.

On returning home, Fred discovers that Pebbles is missing, so he rushes to the rescue and finds her at the top of some scaffolding. If the time runs out whilst Fred is clambering around, another life is lost. When all his lives are used up, Barney rescues Pebbles and Fred is branded a failure. Ah well, that's life.

PRESENTATION 45%
Reasonably competent throughout.

GRAPHICS 41%
Blocky but quite colourful.

SOUND 31%
Slothful rendition of the theme tune.

HOOKABILITY 53%
The unusual approach to an original blend of games proves initially mildly interesting.

LASTABILITY 46%
The two different parts are as unappealing as each other.

OVERALL 40%
A poor interpretation of the cartoon, only recommended for die-hard fans.

DESOLATOR

US Gold, cassette £9.99, disk £14.99, joystick only

The evil and congenitally nasty Kairos has kidnapped the entire infant population and imprisoned them in his dark castle. Mac, hero of the coin-op, *Halls of Kairos*, is called into immediate action: his quest takes place over five multiloaded levels within the vertically scrolling fortress. This stronghold comprises passages, chambers and walkways – all of which are viewed from above, *Gauntlet* style.

A charm has imprisoned the children in the many mirrors hanging from the castle walls. They are rescued and saved from a fate worse than death by punching the mirror panels and collecting the toddlers as they are released. Progress is impeded by Kairos and his cronies: henchmen absorb energy on contact, fire men fire flame shots and swordsmen unleash a continuous volley of sharpened knives. Mac's dwindling energy is shown by a bar at the top of the screen: should this level drain to zero, then – you've guessed it – big Mac becomes a feast for the worms.

Initially, the hero has no armour and can only fight hand to hand; however, by punching rolling barrels and collecting bomb icons, he can improve his weapon power. Picking up nine infants temporarily transforms vulnerable Mac into his incredibly hard and rugged alter ego: the invulnerable Machoman. For a few brief moments he can march through the villain's castle without fear of harm and with his underpants on the *inside* of his trousers – unlike some superheroes we could mention.

Points are boosted by collecting a series of treasures scattered around the levels; these occasionally materialise when certain icons are gained or landscape features destroyed. Points possessed on capturing these determine exactly how much Mac's score improves or the strength of enemy forces changes. At the end of each level, Mac encounters a particularly daunting set of enemies – these have to be killed before he can move on to the next.



The hero of this game must be a real 'ard man, because he starts his quest with no weapons. The only means of defence at his disposal are his own bare hands, with which he beats the hell out of all and sundry in his seemingly eternal search for the Peters (Mary? Peters and Lee?). Graphically, Desolator **is pretty awful: chunky, garishly coloured blobs cripple around seemingly like-minded backdrops. Sound consists of an ear-grating tune that plays constantly: reaching for the volume button is highly recommended. The action is boringly repetitive: punch a few baddies, collect the goodies lying around, hit a few more nasties, etc. To make things worse, our heroic warrior can very often walk through the meanies without sustaining any damage. Sorry, US Gold, I can't say that you have got a winner with** Desolator **. . .**



If a game featuring Blue Peters, telephones, dolls, pandas, castle sketches and a person called Mac whose alter ego is Machoman, isn't odd, I'll eat my Walkman. In spite of such strange elements, though, Desolator **almost manages to be a good game. Playability-wise, it's very competent, though at times the player is under-equipped to be coping with hordes of malevolent firemen and cats. Not that you can really tell they're firemen and cats, mind you, because the graphics do tend to leave a bit to the imagination. Once you work out what sprite is what, it's apparent that there's a fair bit of variety to the action, certainly enough to hold the player's interest for several hours. It's just a pity that its superficial ugliness may discourage all but the most perseverant, and unless you're feeling particularly affluent, I would check out what else you can get for a tenner this month.**

PRESENTATION 40%
An annoying delay between lives mars the otherwise competent presentation.

GRAPHICS 60%
Smooth scrolling but very little variety in the backdrops and sprites.

SOUND 33%
A horrible, whiny tune plays throughout.

HOOKABILITY 58%
The action is very repetitive and unchallenging from the start: if you've played any of the other *Gauntlet* clones, this won't appeal.

LASTABILITY 43%
Only five levels, which won't take too long to complete – if you can be bothered.

OVERALL 41%
A feeble and unchallenging conversion of the coin-op.

▼ **Considering there aren't any roofs on any of the buildings, a *Desolator* would seem to have passed this way already!**



ZZAP! TEST

HOPPING MAD

Elite, £9.99 cassette, £14.99 disk, joystick only

Taking control of a string of four bouncing balls, you face the task of following the path taken by an imaginary opponent. Across the world and out into space, he has avoided all dangers to stay alive, and has amassed a great score by collecting the balloons and apples he discovered on his journey. Needless to say, you are now daunted by the task ahead, whilst your opponent sits back in satisfaction.

The quest takes place over 12 timed, horizontally-scrolling levels ranging from park to desert and beach to undersea world. Taking control of a string of four rhythmically bouncing balls, the player attempts to collect a set of balloons floating tantalisingly close to the ground. By altering the speed and height of the undulating string the constantly moving balls can be directed into place.

Each environment has its own particular natural hazards. Spiky hedgehogs scurry across the grass, cacti grow close to sharp rocks and ball-eating flowers anticipate the timely arrival of their lunch. Collision with any of these bursts one or more of the balls. Once all four have been punctured, one of three lives is lost. Extra points are awarded for collecting bonus apples and landing directly on certain creatures.

A collection of ten balloons gains entry to the next level and another round of hopping, skipping, leaping and jumping like mad.



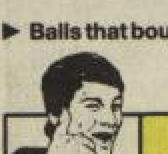
If you've got the Elite Trio compilation, Hopping Mad will give you a certain sense of deja vu. It's virtually identical to Cataball, a game which Elite did not consider worthy for full-price release. They've obviously changed their mind. The levels are different and the game is larger, with updated sound and graphics, but on the whole it's a very similar game. Having said that, Hopping Mad is pleasant and playable with jolly sound and colourful graphics to suit the whacky gameplay. The big question, though, concerns the lastability of this peculiar ball game. Scenery and opponents change graphically with each level, but the game stays the same. For the sake of the unusual control method it might be worth giving this a try, but digging out a copy of the Trio compilation might be more financially sound.



► Balls that bounce under water? Now there's a sight you don't see very often

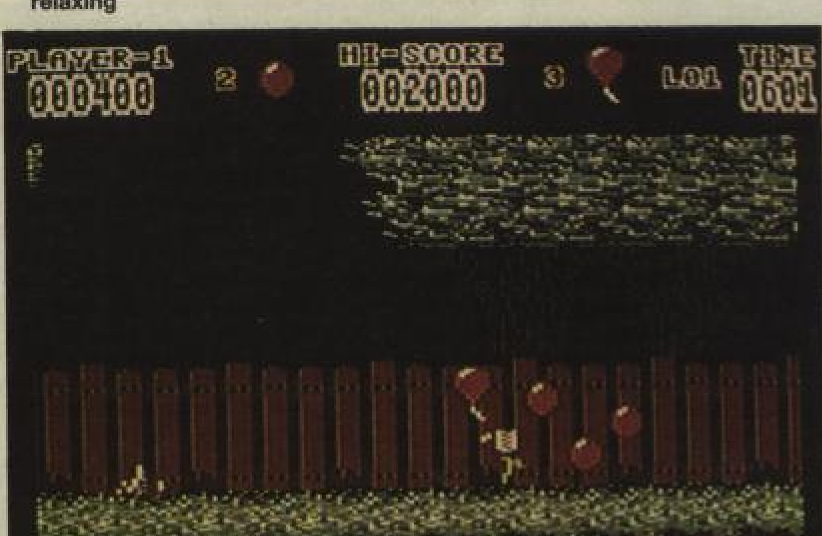


After the very pretty MAT designed title screen, Hopping Mad seemed set to be a very nice looking game indeed. Unfortunately, the graphics didn't quite live up to the neat intro. Don't get me wrong: the game itself is by no means awful. In fact, on the whole, it proves to be rather addictive. Once you get used to the fact that there is a string of bouncing balls to control, hopping about the screen is quite fun. The urge to 'just see what the next screen's like' brings the player back to the machine again and again. The question is, once all the backgrounds have been seen, will you want to improve your score? Hopping Mad is by no means the best game from Elite but then again, it isn't the worst; it's just sort of quite good to OK.



Hopping Mad is about the wierdest game (to my knowledge) that Elite have ever released. It's very 'cute' from the bouncy intro and high-score tunes to the colourful, well-defined graphics. Gameplay is simple; just guide your bouncing balls (excuse the phrase) across the smoothly scrolling, meanie-filled screens. Control is easy to master, which is just as well because all of your skill will be needed to get past the obstacles, both animate and inanimate that stand in your path. At a time when there are a lot of beat-'em-ups, and shoot-em-ups on the market, it's nice to see a game where you don't have to shoot, hack, maim, and generally kick the heck out of everything. I really enjoyed playing Hopping Mad. Well done Elite!

► The ball quartet pass through a garden in which life is anything but relaxing



PRESENTATION 68%
Attractive loading screen and standard pause/quit options.

GRAPHICS 72%
Colourful, if sometimes crude, with nice bouncing movement.

SOUND 71%
Bouncy title tune and in-game effects.

HOOKABILITY 79%
Initial hook due to the interesting game design.

LASTABILITY 54%
Very similar levels will promote boredom.

OVERALL 64%
A pleasant game with unfortunately repetitive gameplay.

THE Thalamus Star

August 1988 **FREE**

ALIENS ATE OUR BRAINS

Ace programmers confess their C64 curse

EXCLUSIVE by FRED HACK

HORRIFIED Commodore owners were left stunned last night – when a group of programmers working for top software house THALAMUS revealed that their brains had been swiped by swooping Martians.

But far from being left dopey and talking double dutch, the team from Holland have written **HAWKEYE**, one of the finest computer games ever seen.

And the crazy computer gang of Mario Van Zeist, Jacco Van 'T Reit and Artur Van Jole have called themselves The Boys Without Brains.

'We had just returned from celebrating and were walking home when blurred lights appeared along the road. Then an alien appeared from the mist and pointed something at us which looked like a vacuum cleaner. With a flick of a switch our brains were heading towards Mars and that is we all remember.'

Boys Without Brains . . incredible Dutch



Lamp post

A shaken neighbour who witnessed the incident said 'it looked more like a lamp post to me, guv'.

But the brave Boys Without Brains decided to get straight to work and write HAWKEYE, a fast action combat game with superb graphics and creative entertainment which doesn't rely on a coin-op licence.

HAWKEYE is now the fifth game in a series to astound and amaze from THALAMUS.

Hamster

Today friends and neighbours of the Boys Without Brains will gather to salute their incredible courage in a series of brainless incidents.

The shocking saga started last year when the boys temporarily lost their brains to a marauding hamster. But they overcame extraordinary odds and built a wall to flummox the four-footed fiend – it became known as the Hamster Dam.

'They're simply unbelievable' says long-time friend Stavros Fasoulas, 102. 'You look at them programming away and you'd never realise they were out of their skulls.'

Fasoulas was referring to the Boys' latest fast action combat game HAWKEYE which *(That's enough HAWKEYE - Ed)*

10 WAYS TO SPOT DEBRAINED BOYS

- They have a sudden urge to call themselves something really crazy . . .
- . . . like The Boys Without Brains.
- They display a strange compulsion to write the best game ever seen.
- They call it HAWKEYE.
- They get THALAMUS to publish the masterpiece.
- They live in Holland . . .
- . . . in a chalet on the top of the highest mountain.
- They get their story published in some shoddy paper *(Shurely not thish eshteemed organ? - Ed)*
- So we lied, there are only eight ways.

Gold Medal see ZZAP! page 20

IT'S A GOLD RUSH!

THALAMUS has a real surprise ready for anyone who buys HAWKEYE – they could **WIN** a ghetto blaster or an Amstrad Studio 100, the latest multi-mixing deck, **FREE** in the THALAMUS GOLD RUSH!

There are three **GOLDEN** cassettes and six **YELLOW** cassettes around the country.

And they're all hidden inside HAWKEYE packaging.

Finders of a GOLDEN cassette should get in touch with THALAMUS straight away because there is a Studio 100 waiting for them – FREE.

Finders of a YELLOW cassette win a ghetto blaster!

Remember these special cassettes could be anywhere, and in any shop – but only with HAWKEYE.

'We're going hell for Hawkeye' – shock claim by games stars

EVERYONE'S going hell for leather for HAWKEYE – it's the latest game sensation from THALAMUS and it's coming your way.

HAWKEYE features 12 levels of **SIZZLING** scrolling arcade combat with excellent parallax routines.

Searching for a four-piece puzzle on each level, HAWKEYE has to fight and defeat a huge range of prehistoric creatures across different landscapes.

This game is **BIG** – with over 1000K of coding HAWKEYE needs 12 multiloads to get everything in, especially the 12 pieces of original and aurally **AMAZING** music.

There's no long wait between loads – with HAWKEYE there's guaranteed entertainment throughout! And if you buy the disk version there are extra treats lined up for you with amazing demos like THE MONSTER SHOW.

Music

On all the versions there are animated start and end sequences which reveal the story of HAWKEYE, and to top it off there's the return of the famous MIX-E-LOAD, originally seen in DELTA, which gives you your own music mixing desk while HAWKEYE loads.

HAWKEYE is simply **BRILLIANT** – and we seriously recommend you go out and buy it at the soonest possible moment to discover why ZZAP!64 voted it a GOLD MEDAL.

- **COMMODORE 64/128**
- **Cassette: £9.99**
- **Diskette: £12.99**
- **COMING SOON for Spectrum, Atari ST and Amiga**

MIDNIGHT HORROR RIDDLE OF THE MASKED MAN

A HORRIFYING masked man has been stalking Commodore 64 games reviewers, striking terror into their joysticks and their marking system. But amazingly the evil grimace on the masked face is associated with the best Commodore 64 games ever seen.

The sinister figure, known to certain terrified software houses as 'Mr Thalamus', is said to be a **PSYCHIC** whose sudden appearance means only one thing – another Number One game.



Top masked man hunter Dr Manfred V Flypaper said last night: 'Who can tell where ze mask's power will end? One day he appears on game inlays and advertisements . . . who knows, maybe tomorrow he vill take over ze WORLD!'

Gibbering

Insiders say the man in the mask really has it in for Thalamus boss Paul Cooper and has turned him into a gibbering wreck.

But Cooper scoffs at the charges. 'Gibber,' he told our reporter, 'gibber, gibber'.

The hunt is now on for the masked man. If you, or anyone in your family, has seen this face, or anyone remotely similar, write in and tell US!

Men, women, children, small blue fluffy creatures and cheapo coin-op licences are at risk!

The Thalamus Star says: IT HAS TO BE STOPPED!

COMING SOON

Remember Stavros Fasoulas's DELTA – an impossible act to follow?

Well, it seems the impossible is just another challenge for THALAMUS!

Next month THE THALAMUS STAR has the inside story on the second game in the smash hit DELTA series – ARMALYTE.

Read all about it in your Thuper Thoaraway Thalamus Thtar. We may not bring you pictures of aliens on Mars – but we're always first with THALAMUS screenshots!


Manoeuvre your lone battlecar Marauder through spinning, eye-pods, bouncing bombs and electro-hoverers. Marauders massive laser cannon crash-firing all defences to oblivion. As Captain C.T. Cobra you are determined to retrieve the jewels from eternity's remorseless grip.
Another stunning shoot-em-up from Hewson!
SPECTRUM
CASSETTE £7.99
+3 DISC £12.99
COMMODORE
CASSETTE £9.99
DISC £14.99
AMSTRAD
CASSETTE £9.99
DISC £14.99
HEWSON
MARAUDER
For Mail Order send a cheque/P.O. to Hewson Consultants Ltd. Order by cheque card by sending your Access/Barclaycard number and enclose a specimen signature. Don't forget to enclose your name and address.
Hewson, Milton Park, Milton, Abingdon, Oxon OX14 4RX Tel (0235) 832939 Fax 0235 861039
As part of our continuing development of innovative software we are always happy to evaluate software sent to us with a view to publication.

MAKE FRIENDS WITH AN AMIGA! courtesy of GORDON HARWOOD



If you've been leafing through the last few issues of ZZAP! you may have found yourself lingering over our Amiga pages. Just think . . . all those pixels . . . the 4096 colours . . . the eight channel stereo sound . . . the tears when you realise that these wonder machines eat up £400 of your bank roll and only leave you with a penny to spend on software . . .

If this sounds familiar, today may well be your lucky day, dear reader. Gordon Harwood Computers, purveyors of micros, software and peripherals to anyone with enough money to buy such things, think it's time to relieve at least one of the world's Amigaless people of their crippling affliction, and after lengthy consultations with ZZAP!, they have decided to give away an Amiga A500 to one lucky, lucky reader. Accompanying this mega-prize will be a TV modulator and a software bundle comprising *Deluxe Paint*, *Goldrunner*, *Leatherneck*, *Time Bandits* and *Karate Kid 2* – everything you need to start getting maximum amusement out of this mighty machine.

If you lost your lucky rabbit's foot or hung the horseshoe over the door the wrong way up, then the chance of you winning first prize may be marginally diminished. But take heart, for generous Mr Harwood is also giving away nine other prizes. The second entrant to have his name drawn out of the ZZAP! cake tin will be sent a fab-u-lous Sega console, with a copy of the super race game *Out Run* to save feeding those ever-hungry coin slots. Third prize is a £50 voucher which can be spent on any of those eminently buyable computer bits and pieces from Gordon Harwood Computers; and seven runners-up will each receive a Gordon Harwood £5 software/hardware voucher.

'How can I win such wondrous fancies?' is doubtless the question on your lips. Well, it's so simple, the cat could do it, but luckily we don't allow cats to enter our competitions so you've got a pretty good chance. Look at the five anagrams on this page. In fact they're jumbled up computery sort of words which you have to unscramble.

When you think you know what the five words are, write them in on the coupon at the foot of the page, but don't post it, in fact don't even take your thinking cap off because you're not finished yet.

Look again at the initial letters of each of the five answers, because they make up the anagram of a key-word. Unscramble these and write in the key-word, then cut out the coupon (or a photocopy thereof) and put it in an envelope addressed to:

COR BLIMEY LOOK AT THAT AMIGA COMPETITION, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB

Entries not received by 15th August, 1988 will have absolutely no chance of winning. Sorry, but there you are. Oh, and the decision of the judges is absolutely final, so there.

MEGA　　SERAMBLES　　DEMMO

DEERVAUNT　　CAREFEINT

The words are . . .

1
2
3
4
5

And I think the key-word is ....

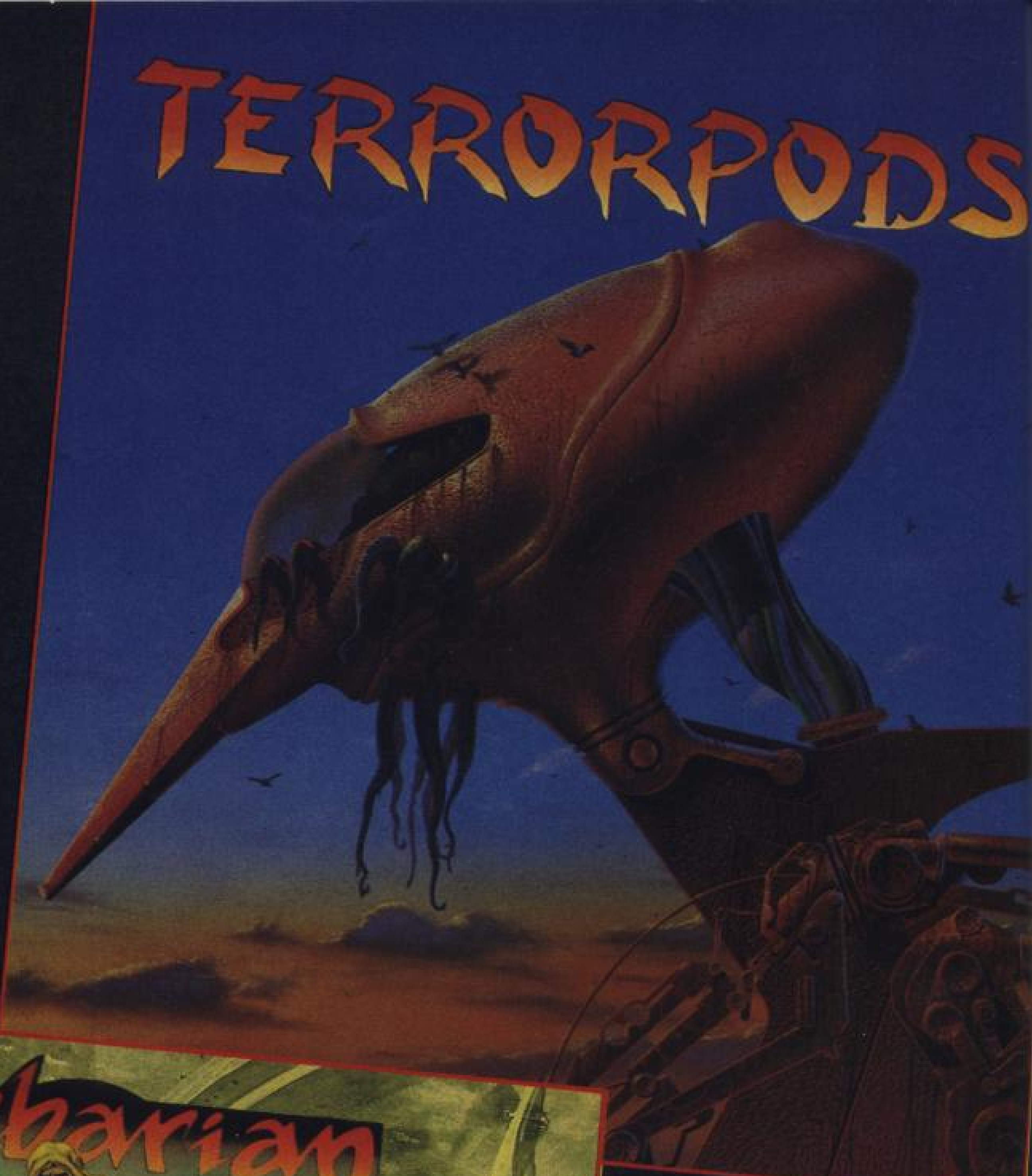
NAME ....

ADDRESS ....

AGE ....

THE COMPUTER(S) I USE ....

MELBOURNE HOUSE





Now Available for the
Spectrum and Commodore 64.

PSYGNOSIS

Distributed by
Melbourne House
8-10 Paul Street
London EC2A 4JH
Telephone: 01-377 8411

ZZAP! RRAP

Hi, it's Lloyd Mangram here again with another scrumptious selection of your serious and silly scribblings. Ludlow is finally getting used to the fact that it's summer (it hasn't rained for a good half hour) and everybody in ZZAP! has donned their knotted hankies, rolled up their shirt sleeves and slipped into short trousers. Our cosy little market town has turned its sunny side up: Paul is prancing around the office and Gordon, our new Big Ed (watch it, Lloyd! – Ed), is tucking into a couple of giant-sized 99 cones. However, enough of this idle banter – the collection of comments below is a copious concoction of pornography, Sizzlers, piracy and bananas. Interested? Then read on . . .



SEX AND VIOLENCE

Dear Lloyd,
I am at present studying for three A-levels but I felt that I must write and warn you of a matter of greater importance.

In the beginning there were arcade machines whose only objective in life was to have you blast rather blocky-looking, mono-coloured bits of space debris into even smaller blocky-looking, mono-coloured bits of space debris. Puritans complained that such violent pursuits might leak into real life, but I was unconvinced. Then there arrived marvellous machines that brought the space debris into our own homes and still I was unmoved. Soon afterwards, more versatile instruments of death and torture were produced: this new breed could turn its hand to many different styles of 'play' and the space debris began to take on a more realistic appearance. At first I remained ever sceptical but one day some fiendish mind brought a creation known as *The Way of the Exploding Fist* to my humble 64.

It was immediately apparent that this was not just another violently orientated game. The pixels took on an unnervingly human quality as I battled my way through the ever more practiced opponents. The sound was so crisp and the images so effective that I found myself sweating over the joystick in anticipation of my next bout. It was then that I made a terrible mistake – I selected the two-player mode in order to do battle with my brother. The absolute satisfaction of each victory and the utter resentment generated by each thrashing were quite unexpected. Now I could see what the puritans were talking about.

What is more, the carnage continued when I had the opportunity to play *Barbarian* on a 16-bit machine. I am ashamed to admit that the old feelings returned, but with greater force. In fact, I found a direct correlation between the depth of emotion and the standard of graphics and sound.

Now another trend is emerging. Is it just me, Lloyd, or have you also noticed pornography creeping into the computer gaming industry? With the 64, the graphics were less than tantalising in games like *Samantha Fox's Strip Poker* but the steamy literature in *Leather Goddesses of Phobos* more than made up for it. Again, the 16-bit processor has accentuated the smut. In rescuing a maiden in *Defender of the Crown* on an Atari ST, one was rewarded with a somewhat provocative piece of computer artwork.

I fear that the gaming industry, with the advent of more and more powerful machines, is going the same way as the video and film industry. May I therefore suggest in all seriousness that future game reviews carry a suitable symbol – PG, X, red triangle or the like.
Michael Doherty, Coleraine, Co. Londonderry

Violence has always been a part of games, whether computer-based or otherwise; but I'd agree that the simulation of it is far more 'effective' (for want of a better word) than in any other medium. There is, of course, the argument that suggests unleashing aggression on a game is preferable to releasing it in the 'real' world, but this case avoids the moral issues underlying simulated violence. To be cynical, marketing games via 'pornography' is very successful – and until you stop buying the programs, it will continue. Whether or not it is relevant or desirable in the computer industry is a question which deserves further debate on these pages.
LM

CRAP IN A BRILL SANDWICH

Dear Lloyd,
When I bought my first copy of ZZAP! all those distant years ago, everything was 'brill and fab' or 'the pits (man)'. The games industry was basic, fresh and vibrant with spotty, young backroom programmers and as equally young and spotty magazine reviewers. You purchased your games with difficulty and played them with ease.

Then we had a 'crappy interlude', ZZAP! discovered the four letter verb. The Clearasil bottles were being put away and out (or up) came the hair gel. The solo programmer would, maybe, use a 'sounds man' if he hadn't been ripped off too much by the bubbling (soon to burst) software industry. You could now purchase your game at well known chemists. You booted out copies for your plethora of friends, then took the game back and claimed a refund because it wouldn't load. (Yes, that's why they are less than accommodating when you return your 'genuinely' faulty gear, ho hum!)

We now come to the present. ZZAP! vies with the other mags by seeing who can use the word 'genre' the most number of times per page. Julian Rignall becomes this month's longest serving editor and the few remaining spots on the editorial team are now hidden behind manicured stubble. The software industry is now a multinational conglomerate, employing modular programming teams (and that's just for the scrolling messages). The freelance programmers still exist, but they now use their talents hacking into games and selling the relevant pokes to rival magazines.

We now buy our software, condoms and records in the same shop. You take the 'game' home, read the 50 page manual, stick on the bio-feedback sensors so the game can empathise with you, watch the vectorised, multidirectional parallax loading screen – but, at the same time, you feel a bit miffed because you couldn't afford the 'optional' lumber puncture kit that would allow a neurochemical interaction between 'one' and the game. Then, after experiencing the prog for half an hour, you realise that this is one of the better games in the *Breakout* genre!
Mark 'Phssthpok' Stevens, Cowley, Oxford.

I'd be interested to read potted histories from other readers – it's a genre that hasn't been fully explored.
LM

BAD TIDINGS

Dear Lloyd,
Will there ever be any competitions in which the entries can arrive later than normal? (ie later than March 6th in the March issue.) I live in Australia (yes, down there) so ZZAP! 64 only arrived about a month later than the certain month of that particular issue. Can you do anything about this?
Nicholas Viiala, Perth, Australia.

It's an unfortunate situation for any of our overseas subscribers when competition deadlines are against them, but there's not much we can do. The basic reason is that software houses – the competitions are usually linked to the promotion of a game – don't like delaying, since publicity is necessarily concentrated around release dates. Sorry!
LM



ZZAP! RRAP

WOT? NO CASSETTES?

Dear Lloyd,
Firstly let me clear up one issue: ZZAP! 64 is far and away the best magazine devoted to any Micro. No other magazine touches ZZAP! – in both quality and quantity. ZZAP! leads the way and I'll admit I love it!

Having said that I must say that I do have a complaint. ZZAP! has, on many occasions reviewed a disk based product and printed in small box that they will review the cassette version separately when it appears; yet to this day no such review has taken place. Why is this so?
David Hearne, Queensland, Australia.

The reason for this is that often we haven't been sent a cassette version of the game in question; in such cases, however, it's probably best to assume that the cassette will be slower and generally more awkward than the disk. From now on we'll be putting those cassettes we do receive in the redesigned news section.
LM

A PIRATE'S EYE VIEW

Dear Lloyd,
Thanx to you and all the other ZZAP!ers for the great mag! I personally think that yours is much better than all the other Commodore mags. Well, I have some things to say, so let's start:

I really don't know why everybody is complaining about the Amiga pages. I like them, 'coz this way you don't have to buy an Amiga mag to know what is going on with that computer.

Piracy! I own about 1000 games of which only two are originals. I know it's illegal, but paying £10 for a game that isn't worth even £1 is a complete waste of money – and I'm no games freak. Most of my games I have only played once, then they disappear in the crowd. There are only a couple I play regularly (*Paradroid, Out Run, Ikari Warriors*), the others I only use to train or to rip the music out of; and paying £10 only for music is a little expensive. By the way, if piracy didn't exist, I'm sure there wouldn't be half as many C64 owners as there are now. An example: you don't have a computer and think of buying one. You go to a friend who has 100s of pirate games. You play the games, like them and, knowing you can tape them all, decide to buy a computer too!

If that friend only had 10 originals, you wouldn't even think of buying a computer, 'coz £10 is a lot of money for a game which bores you after a week of playing.

Well, this is my point of view and if you disagree or other readers disagree, let me know.
Terry L.

Your viewpoint on piracy tends to focus on greed – ie, obtaining more than you actually need or want – and as such, it isn't really defensible. Why didn't you give us your full name? or your address? Do you, perhaps, want notoriety without punishment? In any case, you've raised a contentious point about which I'm sure others will have something to say . . .
LM

64 ALL OUT

Dear Lloyd,
I have been to many shops, e.g Laskys, Dixons, etc but no one seems to stock the C64 any more, they seem to have only top range computers (Amiga, Amstrad etc). They all say that Commodore have stopped making the 64s so where can I get one in my area and if I can is it worth all the trouble saying that they say they are not making them any more.
P Rogers, South Shields, NE34 0PX.

Our editor tells me that he's seen plenty of 64Cs in his local Dixons; otherwise, it may well be worth having a look in the ZZAP! Classifieds to see if you can spot a cheap, second-hand 64 there. Rumour has it that Commodore are making a new 64 with a smaller disk drive – so the market may well stay alive for some time yet.
LM

BANANAS

Dear Lloyd,
How are you this snowy day in September? It's The Banana here with a mega amazing dose of verbal literature and all round rubbish; I'll kick off with a few amazing facts, old bean.

Amazing facts about Bananas:-
1. Bananas are yellow.
2. Bananas are not red and they don't grow underground.
3. Bananas are not straight.
4. Banana is spelt Banana.
5. The Banana is called Banana because an amazing person said "I'm going to call that yellow thing a Banana".
6. That's about it really.

PS Be careful out there
The Banana, Castleford, West Yorkshire.

Er . . . I think 999 is the number I'm looking for . . .
LM

THE PERFECT GAME?

Dear Lloyd,
I have been buying your excellent mag since the Christmas edition 1985/86 (which I thought was brilliant). In that time there haven't been many things that I could find fault with. However, there is one thing that I don't quite understand. Let me start about a year ago when you awarded the brilliant *Wizball* 96% and a Sizzler with it, which was fair enough as I thought it didn't quite deserve a Gold Medal. But, in the March, 1988 Issue you gave *Project Stealth Fighter* also 96% but this time it got a Gold Medal: why? The same can be said for *Driller* and *Strike Fleet*, both of which got 96% but Sizzlers, so what has happened? Is it a misprint or is there just such a fine line between a Sizzler and a Gold Medal that sometimes it differs?

Finally can you answer one question before I go? Has or will a game ever get 99% and if not, why not?
Jay Muncey, Felbridge, West Sussex

You've more or less answered your first point: Sizzlers generally range between 90-96%; Gold Medals, 96% and above. However, the ultimate criterion for deciding between the two awards is not the percentage but the reviewers' personal judgements – theoretically, a game that received 95% could get a Gold Medal. No game, as yet, has received 99% (there's no such thing as the perfect game, so the maximum 100% is disregarded anyway), though it's still possible. Gordon thinks that Spindizzy *and* The Sentinel *deserved 99%, but Paul is a staunch defender of the 98% maximum brigade . . .*
LM

A NOT-SO-SILLY LETTER

Dear Lloyd,
As your letters page is extremely sensible, I thought I'd write an extremely sensible letter to you, as I am a sensible person.

I think that two pages is not enough 16-bit coverage, as I think that in the not too distant future, most people with a lasting interest in computers will have upgraded, and when the release of 8-bit games slows down, the people with a passive interest will either sell their 64s or banish them to a cupboard. I'd hate to see ZZAP! 'merge' with another magazine (completely disappear, but its name appears on another magazine's cover for two months, as happened to *Your 64*) just because some people are too greedy to allow a little space to another computer every month.

I'm not 'horrendously jealous' of Amiga owners, as Danny Coburn seems to think, 'cos I'm sensible. 'Nuff said.
Ian 'sensible' Morgan, Grimsby, South Humberside.

. . . With regards to two letters in issue 38, these two people seem to be against any progress in computing. I



think many people would agree that the Amiga is obviously the way forward; however, at the moment the 64 DOES lead the way in terms of originality (*Wizball*, *Alter Ego* etc) and playability (*IK+*, *Pacland* etc). The games in the Amiga department are mainly crummy ideas dressed up with astounding graphics and sound.

Having said that, I for one would be interested in seeing regular Amiga reviews. It would give a buyer the chance to see what games are around at the moment and, as you said, Lloyd, there are many owners who own an Amiga and a 64.

Just think, Lloyd, it is reckoned that there are 20,000 Amiga owners which, if you covered the Amiga, would mean loads of extra readers!

That's all I have to say on that subject. It's up to the other readers to voice their opinions.

Scott Burgess, Largs, Ayrshire.

Amiga (and other 16-bit) software is comprehensively covered in ZZAP!'s sister magazine, THE GAMES MACHINE; although we'd like to have a little more Amiga coverage, editorial space isn't readily available for it. If enough of you write in, the situation may change in the coming months – either way, there will be the occasional Amiga special.

LM

COMPILAINING

Dear Lloyd,

One thing I've noticed is the growing number of compilations appearing. Most of the games on them have only been released two or three months earlier. Take, for example, *We are the Champions* from Ocean. *IK+* was reviewed in Issue 31, *Rampage* in Issue 33 and *Super Sprint* in Issue 32. The whole caboodle was reviewed in Issue 38 and had been advertised for at least two months before you reviewed it, meaning those three games were all less than four months old when put on compilation.

OK, if you are sensible nowadays and you see a game you want, you wait two or three months and . . . it's on a comp with four or more other games. It's now getting to the point where compilations are appearing on compilations! Elite's *Hit Pack* appeared on offer with the *Hit Pack 2* for the same price, and Konami's *Coin-Op Hits* turns up on their *Arcade Collection*; getting beyond a joke, is it not? Every one of Elite's games that I can name, apart from *Buggy Boy* and *Ikari Warriors* is on a compilation. It's come to the point where I don't buy games from Elite any more, I just wait, and sooner or later, it's out on a comp. Surely they are damaging their sales?

Anyhow, got to go now, bye.

Jo, Binley, Coventry.

Compilations have become very popular recently; with increased competition, the software on them has necessarily improved in quality. It's very hard to judge the dividing line between a company offering good value for money and one cynically putting out recently released games at a comparatively ridiculous price. Either way, the games buyers can't really lose . . .

LM

WHO SHOT JR?

Dear Lloyd,

I am writing to ask you to shoot Julian Rignall for never checking either the pokes before they're printed or the mess the printers make of them.

Gregory Hambley, Oldham, Lancs.

Julian has now been shot.

LM

PREACHING TO THE CONVERTED

Dear Lloyd,

I'd like to say that your mag is THE BEST (slurp, slurp, slurp). I have a few complaints, however, about arcade tie-ins. When you think of the 'official arcade licence', you probably can't help thinking of things like *Space Harrier* and *Breakthru*; but there have been excellent tie-ins of excellent arcade machines. Take *Buggy Boy*, for instance. The programmers have managed a small miracle in squeezing all the power of the machine, with its amazing graphics and sound, into the humble 64. I thoroughly enjoy playing my copy, and no longer feel the need to play it in the arcades. So what happened to *Enduro Racer* then? Such an amazing machine - but what happened when Activision's programmers tried to convert it to the 8-bit machines? Well, the Specco version was great, but us 64 owners, with better graphics and sound, were graced with one of the crappest, slowest and most unplayable conversions ever written. *Enduro Racer* is fairly comparable to *Buggy Boy* in the arcades, yet if *Buggy Boy* could be converted so faithfully to the 64, then why couldn't *Enduro Racer*? I'd be disappointed to see it on a VIC 20!

Still on the subject of disappointing coin-op conversions, I recently purchased *Out Run*. When somebody mentions the arcade machine, you envisage yourself burning along an open dual carriageway, the sun shining on your windblown face, the sea lapping up to the edge of the road, or great rocky canyons towering hundreds of feet above your head. Well what's that got to do with the 64? Not much, that's what. Instead of the windsurfers all we get is a great expanse of grey juddery lines! C'mon US Gold, you could've done better than that! Look at *Super Cycle*! Totally smooth, detailed roadside obstacles, beautiful colour on the edge of the road. And those junctions wouldn't have come amiss. The Specco was graced with them, and we all know which machine is better, don't we now?

Right, enough of that, phew! Stop yawning, Lloyd, you're meant to be working! It's probably getting pretty boring having all these kids whingeing to you about how to improve your mag, but I do have a couple of complaints to tell you.

1. Please bring back Rockford and Thingy. They're great.
2. Does the Scorelord like playing computer games?

Anyway, I hope you print this letter. You may think it's a bit drony, but it's taken me three lunchtimes of slaving over a school BBC. Right, must dash for a bit of lunch, so keep up the good work at ZZAP! Towers lads, and I hope your mag thrives on into the next decade.

Robert Stephens, Sidmouth, Devon.

The problem with many conversions is that their arcade parents are just too advanced in the first place. With Outrun, US Gold made a good attempt at what is an incredibly difficult task: do you capture the spirit of the original or do you convert it literally? Some conversions end up doing neither . . .

1. *Rockford and Thingy are on a long vacation – life is much better in sunnier climes; however, they have agreed to come back if enough people want them to return. As a result, we've agreed to the questionnaire below – make your voice heard and, who knows? At any rate, there's £30 of software on offer . . .*
2. *The Scorelord is a totally crazed schizophrenic who is disdainful of anything which gives pleasure to mere humans – games included.*

LM



DO YOU WANT ROCKFORD AND THINGY TO COME HOME?

(Ring as appropriate)



Yes

No

Don't Care



NAME ....

ADDRESS ....

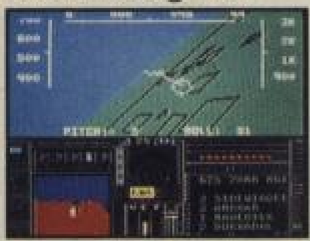
....

....

That moment in the month has rrolled around once again, and it's time for me to put my feet up by the fire and start perusing next month's eructation of erudite epistles. £30 of software will be awarded to the first entry to the above questionnaire drawn out of my paper bag; otherwise, send those a-quibblin' and a-dribblin' scribblings to . . . wait for it . . . LLOYD MANGRAM, ZZAP! RRAP, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB. See you!

MICROPROSE REVEALS MORE T

Project Stealth Fighter



Concealment is your greatest weapon in Project Stealth Fighter, a simulation of America's latest and top-secret strike fighter. Pilot the F-19 on sensitive missions around the world.



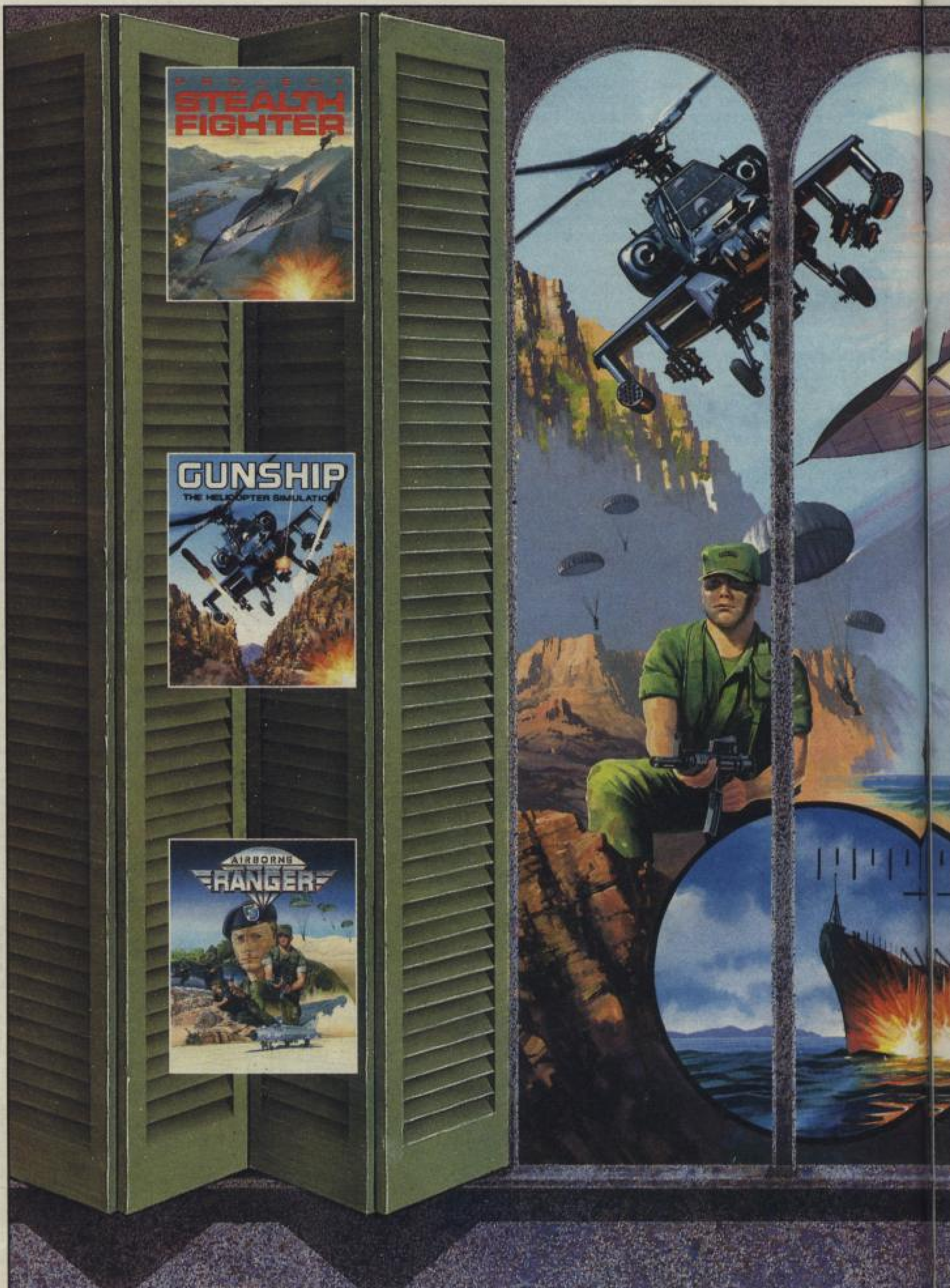
Gunship

The award-winning and highly acclaimed simulation of an AH-64 attack helicopter. Master its incredible array of weaponry as you fly on over 100 missions throughout the warzones of the world.



Airborne Ranger

Your chance to join America's most elite soldiers. Airborne Ranger is a brilliant combination of arcade action and strategy simulation. You'll be sent on 12 daring missions, deep behind enemy lines.



The latest, spectacular flight simulation by MicroProse gives you the chance to actually experience the future, putting you in control of America's newest, and top secret fighter plane. Shrouded in mystery, the F-19 is the product of leading-edge technology and engineering.

Using the skill and ingenuity for which they are renowned, the aviation experts at MicroProse have accurately reproduced its operational systems to create an incredibly realistic simulation. A simulation with such exceptional playability and depth that it has become an instant award-winner.

Go on solo strike missions to Libya, the Persian Gulf, North Cape and Central Europe. The revolutionary feature of your F-19 is its ability to remain virtually radar-invisible, so your success (and future promotion prospects) rests on mastering the jet's electromagnetic profile.

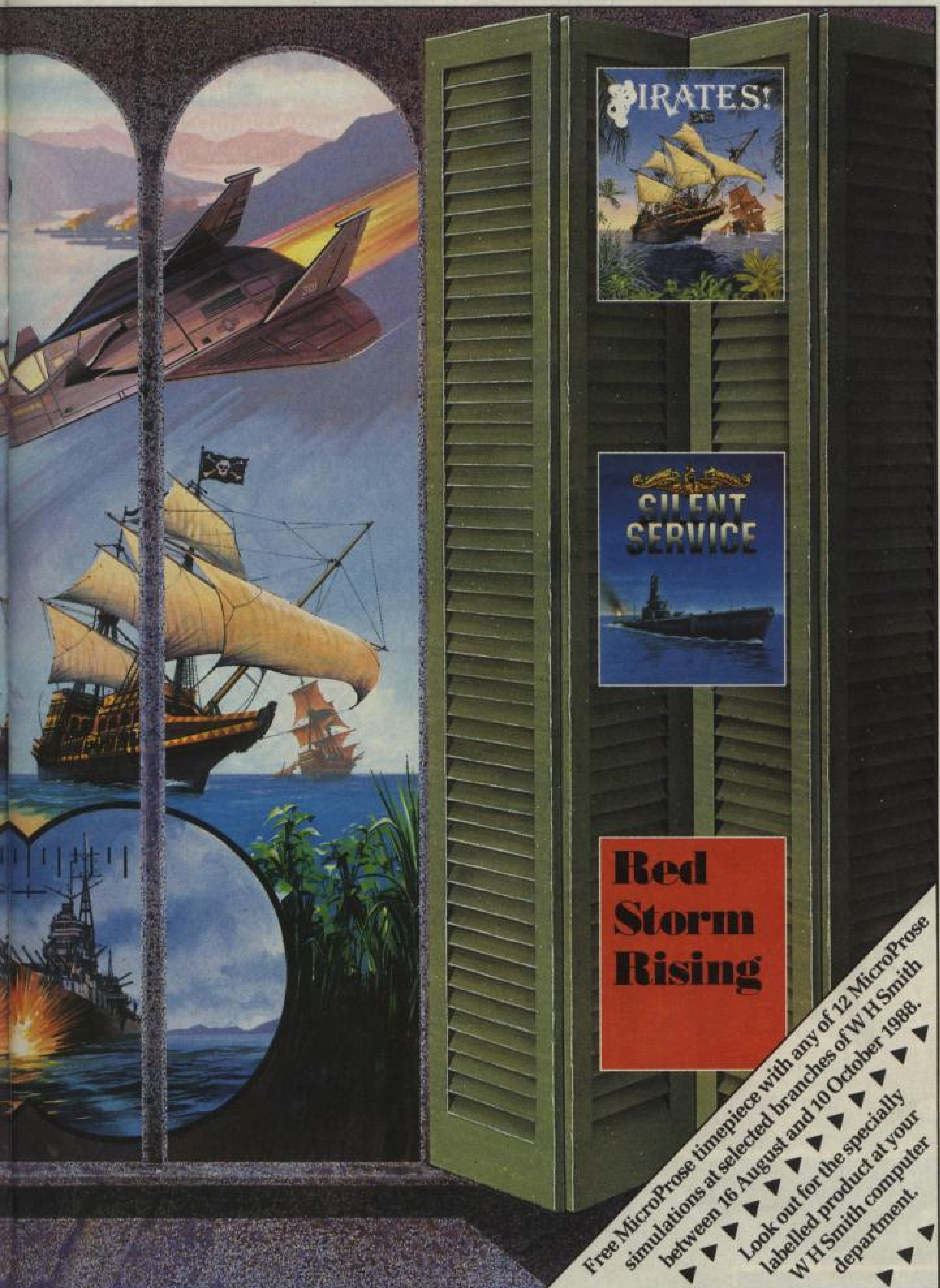
At your fingertips lies an incredible array of weapon options, yet the machine is nothing without the pilot – combat skills and intelligence are essential to survive this advanced and innovative simulation.

Project: Stealth Fighter. The ultimate flight simulator for superior pilots.

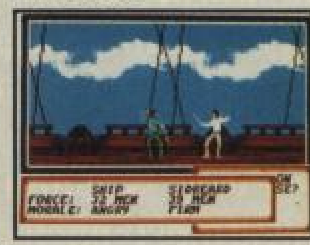
MICRO PROSE

SIMULATION • SOFTWARE

HAN A GLIMPSE OF THE FUTURE



Pirates!



Chase fame and fortune on the high seas. Pirates! is a unique blend of simulation, adventure and role-playing. The non-stop action takes place during the 17th century as you endeavour to increase your wealth and status.



Silent Service

As a World War II submarine captain you are stationed in the South Pacific. Experience the thrill and tension of hunting down and attacking enemy shipping.

Red Storm Rising

You're captain of an American nuclear attack submarine. And your ship is all that stands between the Russian bear and global domination. Experience the pulse-pounding tension of Red Storm Risisng.

COMING SOON

Software Title	Disk	Cassette	Computer	Quantity	Amount

*TOTAL INC £1.00 P&P (UK only)

Name (Block Caps) ____ Address ____

____ Postcode ____ Daytime Tel: ____

Access/Visa Card No. ____ Expiry Date ____

Cheques made payable to MicroProse Software Ltd.

MicroProse Software Ltd., 2 Market Place, Tetbury, Glos GL8 8DA. Tel: 0666 54326 *Overseas £2.00 P&P

STEALTH FIGHTER, GUNSHIP, AIRBOURNE RANGER, PIRATES, C64/128
CASSETTE £14.95 DISK £19.95
SILENT SERVICE C64/128
CASSETTE £9.95 DISK £14.95


You are competing against the world's greatest in the greatest and toughest series of winter sports yet devised. Seven events to test your skill and nerve to the utmost; each one with its own individual demands. Practice, patience and more practice are required to stand any chance of a medal. You can do it; you will do it! And what's more you'll have a great time trying!
THE GAMES™
WINTER EDITION
Ski Jumping – Daredevil bravery, nerves of steel and total control are compulsory in this event where both distance and style count towards your score.
Cross Country Skiing – One of the stiffest tests of pure physical prowess ever devised. Battle with time, terrain and winter itself in this ultimate test of endurance.
Figure Skating – Precision and poise are essential in this most artistic of sports.
Slalom – Speed, control and split second timing are pre-requisites in this most difficult of skiing events.
Luge – Daring, a touch of winter madness! Lying prone, feet first on a sled you'll use every muscle in your body to make the most of each straight and curve.
Downhill Skiing – A free fall in white, you'll achieve speeds of 70mph as you hurtle towards gold!
Speed Skating – The fastest self propelled sport on earth. A test of strength and rhythm where speeds of 30mph are reached in the quest for gold.
EPYX®
Manufactured and distributed under licence from Epyx Inc. by U.S. Gold Limited 2/3 Holford Way, Holford, Birmingham B6 7AX.
All screens from the Commodore 64 version of the game.
Available for Amstrad CPC Cassette & Disk · Atari ST Disk · CBM 64/128 Cassette & Disk · MSX 64 Cassette · Spectrum 48/128K, + 2 Cassette · Spectrum + 3 Disk
© 1988 Epyx Inc. All rights reserved. Epyx is a Registered Trademark No. 1195270.

ENTER THE HARLEQUIN



It had to happen, I suppose: the well of adventure games for the 64 has dried up – a situation that can't be blamed on the heat of the British Summer.

Lucky for you then that with a mere rub of my ring I can take you back to a time when adventure games were plentiful . . .

The three distractions from reality I feel deserve a second look are marked at the original price; you may, of course, be able to get your grubby hands on them for much less. Regardless, they are worth every hard-earned Zorkmid and should be part of your collection.

To give you a taste of what is to come and get your saliva glands working, I thought you might like to have a quick look at the Amiga version of Legend Of The Sword *from Rainbird. A game to restore faith in the adventure world and one which, when released in July, should work just as well on the 64 – it was, after all, originally written for the 8-bit market.*

You may notice the lack of 'Examine All' in this issue. The section has temporarily ceased to be due to your lack of interest. It appears that no-one has anything interesting to say about adventures, all the letters received merely pleaded for help: thus the section is – for the time being – comatose . . .

TOWER OF DESPAIR

Games Workshop, £7.95 cassette only

Malnor, Demon-lord Of Darkness, once again resides within the Tower Of Despair. This time his threat to the realm of Aelandor is great – he now possesses the Ring Of Skulls, an Amulet of evil force with which he gathers malevolent powers to his side. You, the Warrior-Mage of Castle Argent and wielder of the Silver Gauntlet, have been summoned by the Council Of Wizards to destroy the Screaming Shadow. Only by finding the legendary Golden Gauntlet and utilising the power of both can Malnor be defeated.

Written using a customised *Quill*, *Tower Of Despair* comes in two parts complete with a well illustrated booklet of the game which includes maps, a background to the plot and history of Aelandor. The monochromatic pictures in the book require careful examination as they contain clues vital for success in the adventure.

You begin in Castle Argent, your first task being to gather all the supplies you may need to escape to the east with your life. The story subsequently takes you through magical woodlands to prisons of the mind, there to confront stone princesses, Dark Angels, Medusa and finally, Malnor.

Interaction is via verb/noun input – dated, but it works well enough to prevent frustration. The style of text is Middle-Earthesque and adds to the surreal atmosphere created by the thoughtful prose. Puzzles are difficult in places, requiring two or three commands in the correct order to reach the solution. However, you are taught this method of play by the relatively easy tasks set in the opening locations.

Tower Of Despair stands the test of time well and the dramatic artwork adorning the box will look very snazz on your shelves.

ATMOSPHERE	78%
INTERACTION	71%
CHALLENGE	75%
OVERALL	76%

MORDON'S QUEST

Melbourne House, £6.95

Your efforts to save the universe span thousands of years and numerous worlds infested with adversaries to outwit and hazards to overcome.

The opening scenes revolve around a familiar house surrounded by an eerie mist. Exploration of the building highlights the necessity to get out, and a chance meeting with Mordon – the ancient one – reveals the threat to the universe and life as we know it. To restore peace and harmony, Mordon must have his immortality machine restored to working order. The parts have been scattered throughout time and you have been charged with finding them and transporting them back to the ancient one. Any treasures you may pick up along the way are yours to keep.

The first part entails trudging through a strange jungle and dealing with homicidal pygmies, man-eating plants and Tarzan, who requires an answer which can be found by drawing a map of his kingdom.

A time machine is yours to use – once found, it opens up the whole adventure. You will travel to ancient cities, to when Romans ruled the earth and to futuristic worlds of perspex domes, robots and strange music. Characters awaiting your interaction are as diverse as Roman Emperors and The Amazing Spiderman.

A good atmosphere, intelligent interaction and a creative plot make *Mordon's Quest* a must.

ATMOSPHERE	77%
INTERACTION	82%
CHALLENGE	86%
OVERALL	83%

STARCROSS

Infocom, £24.99 Disk only

No longer available from Activision/Infocom/Mediagenic, *Starcross* can still be picked up at Commodore shows and retail outlets around the country – it is well worth hunting down.

The story takes place in the year 2186 – in a place where no-one can hear you scream – and opens with you onboard the deep-space black-hole prospecting ship, Starcross. You rendezvous not with Rama but with another gargantuan starship from the outer fringes of the Galaxy. Once you have successfully docked with the craft you must gain entry to its mysterious interior. Inside you find a complex, engaging world and come face to face with aliens both harmful and helpful. The huge starship has a greater purpose than mere cultural exchange however – it conveys a challenge that only you can meet.

This is a toughie. One of the first Infocom adventures I delved into, it remains one of my all-time favourites. Response time is slow but reading the screens of text helps pass the time while disk accessing takes place.

The first task incorporates the anti-pirate device supplied in the packaging. The computer wakes you to inform that it has detected a large mass in the vicinity. Reading the screen gives the co-ordinates of the mass and referring to them on the map provided with the package gives the bearing needed for interception. Without the map there is no game.

The next problem is docking with the mass and entering it. A number of rods protrude from a likely looking airlock and need to be manipulated correctly to gain entry. Saving your position is highly recommended at this juncture as one mistake means failure.

Inside the hulk there are many weird and wonderful creatures to interact with, and strange objects to puzzle over. Infocom's usual attention to detail is omnipresent and most feasible inputs have been catered for.

Starcross will nicely fill that space on your shelf – intercept it at all costs.

ATMOSPHERE	87%
INTERACTION	86%
CHALLENGE	91%
OVERALL	88%

LEGEND OF THE SWORD

Rainbird, £24.95 (Amiga Price)

Suzar, the evil wizard, has amassed an army of mutated humanoids and plunged the kingdom of Anar into a state of fear. His power grows with every victory he tastes, so that the only way to defeat him is by finding and using the mystical powers of the legendary sword and shield.

You are summoned by King Darius and the High Council of Anar and, together with five loyal followers, are volunteered to find the sword and destroy Suzar before he enslaves the whole of Anar.

My first impression of *Legend Of The Sword* was one of dismay as I looked at the icons and graphics filling the screen. I should not have been so sceptical: the game has instant appeal and very quickly engulfs you in the plot – game control becomes secondary. Every location or action is displayed





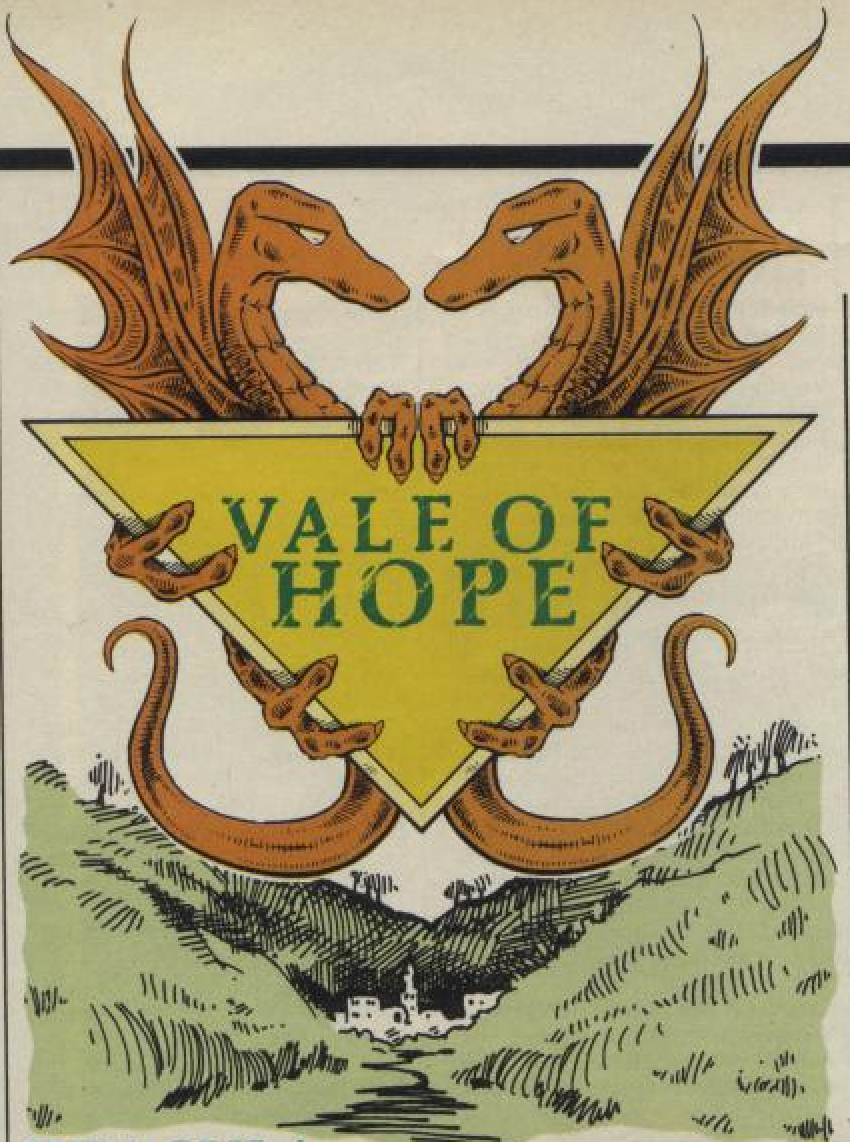
graphically in one of two windows to the left of the screen, with a scrolling map of your immediate surroundings to the right. Centre-screen are the icons to control movement, below which scroll the text descriptions.

80% of the game can be finished using the icon system, although for those of us who are hardened text-inputters the whole quest can be played using typed commands. The parser is surprisingly good, incorporating RAMSAVE/LOAD, FIND and GOTO commands and OOPS to backtrack your previous input.

I explored the land of Anar for some hours – totally engrossed in the happenings on-screen – before I realised I had scored zero percent for all my efforts. *Legend Of The Sword* is going to prove tough to complete whilst being fascinating and thoroughly enjoyable to play.

The only real difference I envisage between the Amiga and 64 games is the disk access time.

ATMOSPHERE	87%
INTERACTION	89%
CHALLENGE	86%
OVERALL	87%



DRACULA
CRL

Part three of *Dracula* is extremely atmospheric – even I found it quite exciting in places. Fortunately, said places have since been closed down. Nevertheless, here comes the solution to the final part of Rod Pike's Gothic masterpiece: *The Hunt*.

You play the part of Van Helsing (what you might call a Cushing number) and it is in your study that you begin your quest to rid the world of the undead.

Get the notes that lie strewn on your desk, then examine it to reveal a previously hidden key. Go W twice, examine the chair and get the coat – look in the pockets to find some money.

It is now time to leave your house. E, S, E, E and N takes you to the local paper-shop: buy a paper and when reading it don't forget to turn the page for more news. Leave the store and go E, N and W into the post office. Examine the rack (S) to find a letter; read it. You must now return to your house for sleep before it gets dark, and don't dilly dally on the way. In the morning go to the railway station (south of the junction in the town) and get a ticket for Stratford. When you arrive, go W, S, S and speak the name 'Messrs Hawkins' for some useful information. After the uneventful journey back home, Sleep again.

Now go upstairs and unlock the door, look around and pick up the net. Go W, W, E, D, S, W, W, W, to the forest. Wait here until you spy the local nutcase. Climb the nearest tree and drop the net on him.

Back in your study remove your monacle (but don't drop it) and head off toward Castle Dracula. W, S, W, W, W, W, W, N, W, S, E, S, S, S, W, N and W. Pick up the stones and continue S, E, E, E, E, and E. Examine the hut and break the window to get the axe. Now go W, W, W, W, W, S, E and S, look around and chop the tree down. Go W and S and give the axe to the female. Go N, E, U, W, W, N, look around and go D and S. You are now in the castle courtyard – don't panic.

Get the sack and fill it with straw, go N and get the handle then go E, E, and N. Pick the drawer up and examine the cupboard to reveal a knife. Go S, E and E, sharpen the wooden handle with the knife and look around. Wait here for something pretty scary to happen then empty the sack; use the monacle to reflect the fading sunlight so that the straw catches light and burns the door. Drop the garlic you just happen to be carrying and go D. Look around and examine the tomb and the remains; get the latter and enter the tomb, now go E, E, E and E to the end of the game.

The solution is brief – however, don't rush through the adventure, read every word of prose Mr Pike has written – you'll love it.





Shorter than I would like (but that's enough of my personal problems), scan these tips carefully, since there may be one to help you out of that seemingly impossible situation.

Guild Of Thieves (Magnetic Scrolls/Rainbird): The room of coloured squares: the safe route is Violet, Indigo, Blue, Green, Yellow, Orange, Red; or, from the Black square go SE, N, E, E, SE, S, SW and E to White. Alternatively from White, go NW, N, NW, E, SW, SW, NW, N to Black.

Rigel's Revenge (Mastertronic): Once you have the Mine Detector, wear the headphones and turn the dial to 'Mine'. Outside the hut introduce the Intelligence Bomb to get past the Rigellion Guards.

Football Frenzy (Alternative): Pay all but Ma, call Miss Jones and give her the book. Wait until she leaves then go N, get the letters and post them. Search your desk twice to reveal some useful items.

Redhawk (Melbourne House): To defeat Techno, throw the magnet at him. Carry the cat to capture the Rat.

My thanks go to Paul Hardy for his assistance.



Mr Marshall of Cheshire wrote to me disgusted by the behaviour and lack of consideration shown by those of you requiring his help. He is 'sick and tired' of being phoned at ungodly hours to answer ridiculous, petty questions – some of which had nothing to do with adventures! It is because of the bad attitude of some of you that he requests to be excused from the Clever Contacts. Goodbye Bruce, I am sorry to lose you due to the inconsiderate behaviour of the few . . .

Adventureland, Adventure Quest, Arrow of Death I, II, Ballyhoo, Blade of Blackpoole, Borrowed Time, Buckaroo Banzai, Castle of Terror, Circus, Colditz, Crystals of Carus, Cutthroats, Dallas Quest, Dungeon Adventure, Emerald Isle, Empire of Karn, Enchanter, Erik the Viking, Escape from Pulsar 7, Espionage Island, Eye of Bain, Feasibility Experiment, Forest at the Worlds End, Ghost ▶



Town, Golden Voyage, Gremlins, Gruds in Space, Hampstead, Heroes of Karn, Infidel, Invincible Island, Kayleth, Kentilla, Leather Goddesses, Lords of Time, Lucifer's Realm, Magicians Ball, Magic Stone, Mask of the Sun, Mindshadow, Mission Asteroid, Moonmist, Mordon's Quest, Mystery Funhouse, Mystery of Munroe Manor, Ninja, Perseus and Andromeda, Pharaohs Tomb, Pirate Adventure, Planetfall, Pyramid of Doom, Rebel Planet, Red Moon, Return to Eden, Ring of Power, Robin of Sherwood, Savage Island I, Secret Mission, Ship of Doom, Sorceror, Sorceror of Claymorgue Castle, Souls of Darkon, Spellbreaker, Spiderman, Strange Odyssey, Tass Times, Ten Little Indians, The Count, Golden Baton, Hobbit, The Institute, Jewels of Babylon, The Journey, Never Ending Story, Pawn, Time Machine, Wizard and Princess, Quest of Merravid, Tower of Despair, Tracer Sanction, Twin Kingdom Valley, Ultima I, III & IV, Urban Upstart, Ulysses and the Golden Fleece, Valkyrie 17, Velnors Lair, Voodoo Castle, Warlords, Waxworks, Winter Wonderland, Wishbringer, Witches Cauldron, Wizard Akyrz, Wrath of Magra, Zork I, II & III, Zzzz . . .
Bob Shepherd, 106, Highfield Street, Coalville, Leicestershire.

Heroes of Karn, Bored of the Rings, Gremlins, Voodoo Castle, Zim Zala Bim, Mugsy's Revenge, Tropical Adventure, Dracula, Holy Grail, The Pawn, Return to Oz, Masters of the Universe, Robin of Sherwood, Fourth Protocol, Price of Magik.
Christophe Brassart, 67 rue de l'Abbe Lemire, 59200 TOURCOING, France.

Tower of Despair, Dracula, Adventureland, Zim Zala Bim, Castle of Terror, Time Tunnel, Eureka.
John Paterson, 8 Bracadale Road, Baillieston, Glasgow G69
Tel: 041 771 7729

Mordons Quest, Spiderman, Hacker
Nigel 'Nemesis' Richardson
Tel: 01 360 8325

Zork I, II & III, Adventureland, Dangermouse in BFC, Earthbound, The Helm, Marie Celeste, Temple of Terror, Valkyrie 17, Temple of Vran, Mask of the Sun, Lords of Time, Dallas Quest, Infidel, Mystery Munroe Manor, Gremlins, Supergran, Planetfall, Ulysses, Blade of Blackpoole, Seastalker, Hitchhiker's Guide, Ultima III, Search for King Solomons Mines, Skull Island, Murder on the Waterfront, Suspended, Cutthroats, Sorceror, Enchanter, Ninja, Stranded, Hulk, Mindshadow, Lord of the Rings, Starcross, SubSunk, Worm in Paradise, Hampstead, Classic Adventure, Colossal Cave, Terrormolinos, Robin of Sherwood, Sherlock, Claymorgue Castle, Emerald Isle, Wizard of Akyrz, Return to Eden, Red Moon, Never-ending Story, Escape From Pulsar 7, Perseus and Andromeda, Golden Baton, Bored of the Rings, Empire of Karn, Ket 3, Feasibility Experiment, Lucifer's Realm, Pilgrim, Secret Mission, Treasure Island, Wishbringer, Circus, Arrow of Death 1 & 2, Ten Little Indians, Ring of Power, Quest for Holy Grail, Kentilla.
Margot Stuckey, 14 Marampo St, Marayong, NSW 2148, Australia.

Hulk, Spiderman, Voodoo Castle, Hobbit, Pirate Adventure, Merry Christmas, Robin of Sherwood, Price of Magik, Lord of the Rings.
Nigel Leather, 45 Moreton Street, Winnington, Northwich, Cheshire CW8 4DH. Tel: 0606 781028

The Golden Baton, Worm in Paradise, Hobbit, Fourth Protocol (Pt 3 only).
Andrew Blackman, 133 Ashen Drive, Dartford, Kent DA1 3LY. Tel: 0322 76887 5.30-8.30pm

Dungeon Adventure, Lord of the Rings, Quest for the Holy Grail, Hampstead, Lords of Time, Inca Curse, Espionage Island, Planet of Death
David Lemon, 14 Norton Place, Dunfermline, FIfe KY11 4RH Tel: 0383 728353 after 6pm Mon-Fri

Leather Goddesses of Phobos, Zork III, Terrormolinos, Never Ending Story, Heroes of Karn, Mission 1, Gremlins, Robin of Sherwood
Ron McKenzie, 3 Silverstream, Freystrop, Haverfordwest, Dyfed SA61 2SN

Adventureland, SubSunk, Heroes of Karn, Empire of Karn, Munroe Manor, Hacker, Classic Adventure, All early Infocom titles, Jinxter, Guild Of Thieves, Plundered Hearts, Dracula, Hitchhiker's Guide, Mindshadow, Tracer Sanction, Wishbringer, Trinity, The Pawn.
Chris Fleming, 235 Meola Road, Pt Chev, Auckland, N Zealand. Tel: 867074

Voodoo Castle, Heroes of Karn, Pirate Adventure, Ten Little Indians, Hobbit, Lost City, Gremlins, Wizard of Akyrz, Quest for the Holy Grail, Zim Sala bim, Island Adventure, Castle Dracula.
Paul Flanagan, 6 Corry, Belleek, Co Fermanagh, N Ireland. Tel: 036565 594

The Hobbit, Erik the Viking, Castle of Terror, Eureka, Voodoo Castle, The Count, Heroes of Karn, Empire of Karn, Zork I, Zork III, Exodus, Ultima III, The Boggit, Lords of Time, Never ending story, The Hulk, Temple of Terror, Ultima IV, Seabase Delta, Kentilla, Valkyrie 17, Sherlock, The fourth protocol, The Helm, Wizard of Akyrz, Perseus and Andromeda, Lord of the rings (part 1), Emerald Isle, Quest for the Holy Grail, Hacker, Colossal Cave.
Steven Kelly, 4 South View, Whins Lane, Simonstone, Burnley, Lancs BB12 7QU. Tel: 0282 74765 (between 6pm and 10 pm)

The Hobbit, Seabase Delta, Kentilla, Zzzz, Spytrek, Robo City, Imagination, Demon Knight, Koboyashu Naru, Tower of Despair, Time Tunnel, Citadel of Chaos, Eureka, Sorceror of Claymorgue Castle, The Quest For The Holy Grail.
Paul Hardy, 33 Fir Tree drive, Wales, Sheffield S31 8LZ.

Hitchhiker's Guide, Zork I, Zork II, Planetfall, Leather Goddesses, Cutthroats, Infidel, Stationfall.
Dave Rogers, 15 Elm Terrace, Westfield, Radstock, Bath, Avon BA3 3XP.

Amazon, Borrowed Time, Castle of Terror, Castle Adventure, Computer Adventure, Dracula part 1, Grand Larceny, Haunted House, Himalayan Adventure, Labyrinth, Mad Mummy, Mindshadow, Murder on the Waterfront, Never ending story, Ninja, Raka-tua Volcano, Scroll of Akhbar, Seabase Delta, Silver Mountain, Subsunk, The Boggit, The Dallas quest, The Hobbit, Ultima IV, Voodoo Castle, Zork I, Zork II, Zork III, Zzzz.
Mario Moeller, 38 Greenvale Drive, Greenvale, 3047, Vic. Australia.

Ultima IV, The Bard's Tale, Voodoo Castle, Phantasie I, Never Ending Story, Dracula, The Prince of Magic, Borrowed Time, The Pawn, Seabase Delta, Deadline, Zork III, Wishbringer.
Derek Wong, 42 Ingram Road, Thornton Heath, Surrey, CR4 8EB.

Hitchhiker's Guide, The Hobbit, Lord of the Rings, The Shadows of Mordor, Guild Of Thieves.
Warren Lee Melia, 1 Thornhill Avenue, Rishton, Blackburn, Lancs, BB1 4EZ.

Castle of Terror, The Hobbit, The Hulk, Mindshadow, Holy Grail, Redhawk, Snowball, Subsunk, Twin Kingdom Valley, Voodoo Castle.
Jeff Gillan, 50 Tynedale Crescent, Penshaw, Houghton–Le–Spring, Tyne and Wear, DH4 7RP.

Starcross, Suspended, Suspect, Leather Goddesses, Zork I, Zork II, Zork III, Deadline, Planetfall, Infidel, Cutthroats, Ballyhoo, Lurking Horror, Seastalker, Bureaucracy, Trinity, Moonmist, Hollywood Hijinx, Hitchhiker's Guide, Wishbringer, Sorcerer, Spellbreaker, Enchanter, The Pawn, Ultima I, Ultima III, Ultima IV, Sherlock, Gremlins, The Hulk, Terrormolinos, The Fourth Protocol, The Hobbit.
Billy Kavanagh, 49 Drake Hall, Westhoughton, Bolton, BL5 2RA.

Never Ending Story, Zzzz, Quest for Holy Grail.
Tony Kinnear, 49 Wainwright Avenue, Hutton, Brentwood, Essex, CM13 2SZ.

Bally Hoo, Bored of the Rings, Borrowed Time, Deadline, Emerald Isle, Enchanter, Eureka (German, Arthurian, Roman), Gremlins, Hitchhiker's Guide to the Galaxy, The Hobbit, Leather Goddesses of Phobos, Mind Shadow, Munroe Manor, Moonmist, Pirate Adventure, Planetfall, Planet of Death, Knight Orc Pt 1, Seastalker, Ship of Doom, Spell Breaker, Spiderman, Starcross, Stationfall, Tass Times, Lurking Horror, Tracer Sanction, Valkyrie 17, Very big cave adventure, Wishbringer, Worm in Paradise, Zork I, Zork II, Zork III. **Ian Gay, 18 Earsdon Close, Westdenton, Newcastle upon Tyne, NE5 2RL.**

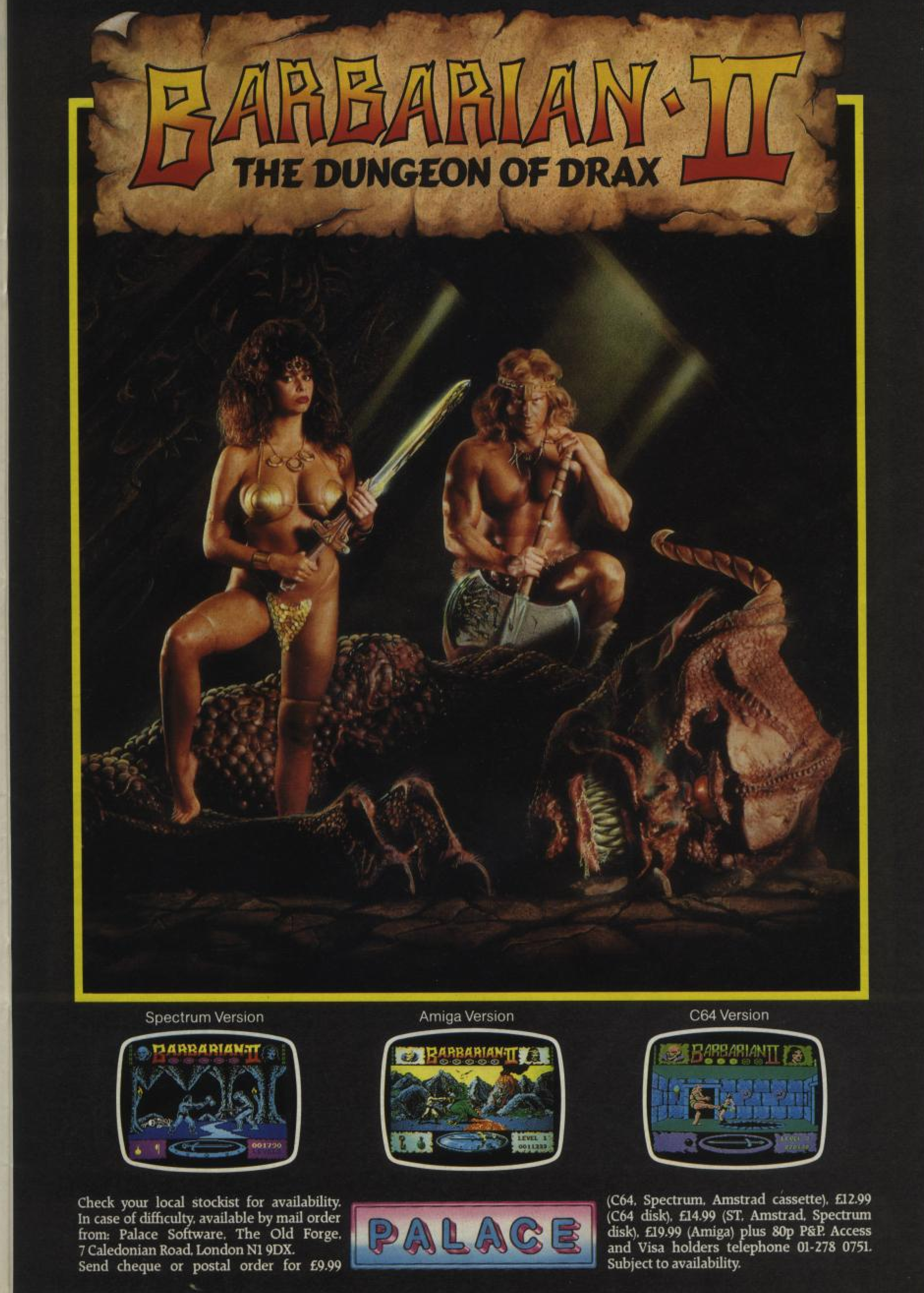
Dracula, Frankenstein I, Kentilla, Quest For The Holy Grail, Gnome Ranger I, II, Eureka II, IV, Zim Sala Bim.
Scott West, 10 Charnock Dale Rd, Gleadless, Sheffield, S12 3HP. Tel: 0742 656328

The Hobbit, Seastalker, Trinity, Leather Goddesses, Beurocracy, Hitchhiker's Guide, Stationfall.
Carl Kuttelwascher, 6 Robin Hill Drive, Camberley, Surrey. GU15 1EG

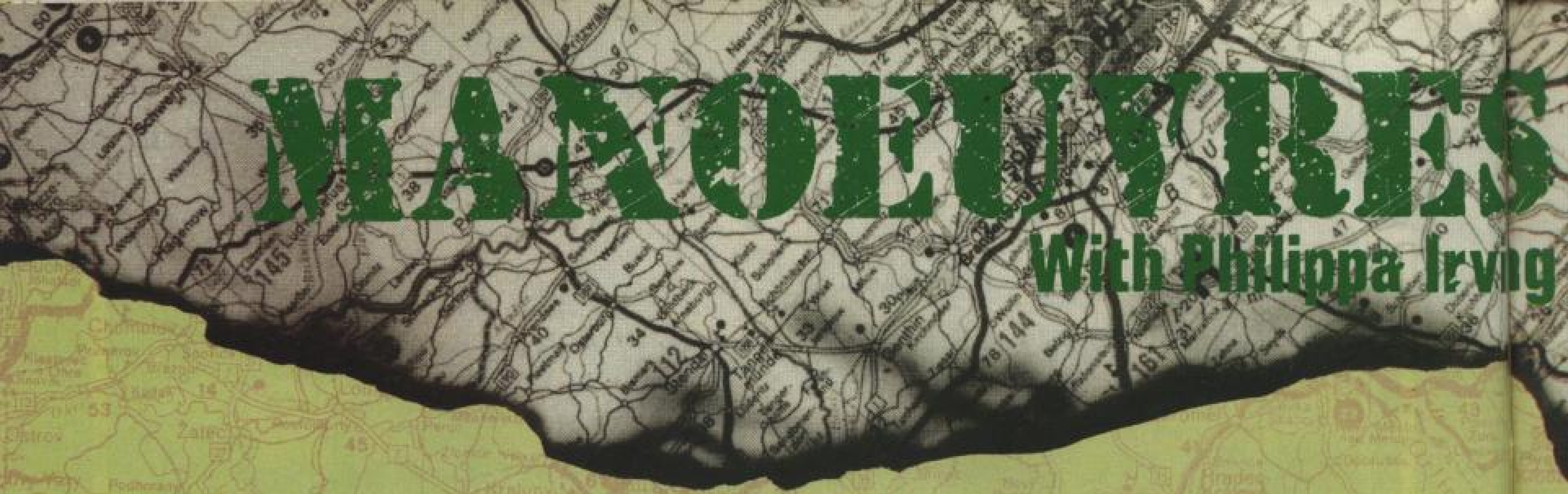
Heroes Of Karn, Empire Of Karn, Dracula, Seabase Delta, Spiderman, Hulk, Zzzz, Quest For The Holy Grail, Lord Of The Rings, Price Of Magik, The Pawn, Twin Kingdom Valley.
A Ridge, 4 Corwallis Avenue, Clifton, Bristol, BS8 4PP

Twin Kingdom Valley, The Hobbit, Hitchhiker's Guide, Return To Eden, Terrormolinos, Dallas Quest, Jinxter, Deja Vu, Shadowgate.
Steven Coomber, 6 Maysfield Close, Portshed, Bristol. BS20 9RL. Tel: 0272 844218 (6-9pm)

The Boggit, Hulk, Kayleth, Kobyashi Naru, Sherlock.
William Stephenson, 10 Inchcolm Terrace, South Queensferry, West Lothian, Scotland. EH30 9NA



BARBARIAN·II
THE DUNGEON OF DRAX
Spectrum Version
BARBARIAN II
Amiga Version
BARBARIAN II
C64 Version
BARBARIAN II
Check your local stockist for availability. In case of difficulty, available by mail order from: Palace Software, The Old Forge, 7 Caledonian Road, London N1 9DX.
Send cheque or postal order for £9.99
PALACE
(C64, Spectrum, Amstrad cassette), £12.99 (C64 disk), £14.99 (ST, Amstrad, Spectrum disk), £19.99 (Amiga) plus 80p P&P. Access and Visa holders telephone 01-278 0751. Subject to availability.



MANOEUVRES

With Philippa Irving

In this month's instalment, our resident generalissimo casts an expert eye over SSI's Questron II and offers some acute hints and tips to those who may be stuck with it.

QUESTRON II

SSI, £19.99 disk

The cover of *Questron II*'s box amply prepares the prospective purchaser for the contents and substance of the game, if he has any experience at all with SSI's fantasy roleplaying epics. An impossibly brawny hero waves a sword at a book floating mystically above eye-level, while various black-cloaked individuals rage impotently in the background. This is, as the player may also deduce from the title itself, a sequel.

"Now I wonder what you did in *Questron I*?", I asked myself as I ripped open the cellophane wrapper with my battle-sharpened molars. "Saved the Land of Ox from hordes of ravaging monsters and one particularly nasty sorcerer with delusions of grandeur?"

I opened the rulebook and read "Though you have completed your quest to save the land of Questron from the crazed magician Mantor and his Evil Book of Magic . . . "

Yes, it's another half-baked fantasy scenario providing an excuse to wander around a few mappable dungeons and wildernesses hitting monsters over the head and hoarding treasures. My increasing sarcasm about these plots is perhaps unfair – I don't know if I'd be able to come up with something more original myself in the mushy fantasy line – but I can't help feeling that SSI must employ some talented and imaginative people, and that this sameness is more the result of laziness than lack of inspiration. Fantasy roleplaying scenarios of this type are also characterised by a complete lack of humour, while they cry out for self-parody; in contrast to Infocom adventures, for instance, which treat the whole dungeon-prowling environment with a refreshing pinch of salt.

The player, as usual, takes on the part of Resident Suicidal Adventurer (Full-Time). He has just saved the land of Questron from the yoke of tyranny, but Mesron the Great Wizard is not satisfied. Mantor's instrument of power – the imaginatively-titled Evil Book of Magic – is still in existence, and it is apparently flame-proof; the only way to destroy it is to go back in time and make sure that it is never created in the first place. To this end, the adventurer is sent back in time and space to a place called Landor, a realm ruled by Wise King Keflar but plagued by the usual prowling monsters and in danger of insurrection by Mantor and his council of Six Mad Sorcerers. All advantages that he may have gained in solving the original *Questron* are wiped out, because the character has never existed on Landon; this may be infuriating for fans of the first game, but at least it means that players of the sequel are at no possible disadvantage.

The packaging is of SSI's usual high quality. There is a booklet printed on what I think is supposed to be parchment-look paper, which contains the storyline and a catalogue of the monsters to be found wandering about the land. A short description of each adds a bit of colour and depth to what is just a collection of hit-points when it's encountered in the game itself. A small card leaflet disposes of what rules there are with admirable brevity.

This is not a complex game at all, in terms of rules. It inclines very much to the minimalist school of computer roleplaying. The player doesn't even have to roll up a character: though the character does have the usual list of attributes like charisma and intelligence, they are automatically set at a standard level and there is no opportunity to adjust them. The attributes do affect things like the probability of hitting in combat and the damage done, but it's easy to forget they exist in play. More important and visible are the three simple status values of hit points, food and gold, which are displayed permanently on the screen. Every character starts off with a straight two hundred in each. Hit points perform the usual function, food is consumed as the character travels and must not be allowed to run out, and gold, which is found on monsters and in treasure chests, can be used to buy weapons, armour, more food, more hit points and information. Landor is a very materialist society; even its priests badger for contributions.

The player has to prepare a character disk first, which acts essentially as a save game disk and doesn't take any time at all to format. Individuality is bestowed upon characters only by their name. After the bare minimum of preliminaries the player's character is launched into the game and landed – as usual – on the wilderness map a couple of squares away from a convenient town.

There is a boating option on the command menu and a section on sea monsters in the source book, so I gather that there is more than one landmass to be explored. The first 'island' is fairly, though not impossibly, large and contains plains, forests, swamps and mountain terrain. Liberally dotted about the landscape are towns, and there are also a few cathedrals and Castle Redstone, the abode, by interdimensional video link, of your mentor Mesron.

Moving about the wilderness is an easy matter of guiding the figure on the screen with the joysticks. The time passes of its own accord, but not impossibly fast. There seems to be no seriously noticeable terrain effect, though as might be expected the adventurer's journey is frequently interrupted by random encounters with beasts appropriate to the environment; different nasties appear on the mountains and on the plains.

Other actions are carried out by selecting the appropriate command on the permanently-displayed menu. The player can choose to fight, speak, use an item, wear an item or board a ship. He can examine the attributes and possessions of his character at any time, and save the game unless he's down a



DESPATCHES

I apologise for the sporadic appearance of 'Despatches', Britain's foremost forum for the opinions of the computer strategy gamer – it keeps getting squeezed out for reasons of space. However, I read and consider every letter, so keep writing!

CONSTRUCTIVE CRITICISM

Dear Philippa,
This letter is mainly concerned with information which I hope you will provide. First of all I have only one strategy game, *Vietnam*, which I think is brilliant even if nobody else seems to. Through this game I have become very interested in wargames and RPGs. I would be grateful if you did a detailed review of *Wargame Construction Kit* and if you still haven't received a copy then I've only one thing to say to SSI/US Gold – *send one*!

Also, I'd like to know if there are any boxed wargames being made and who makes them? If not, where could I obtain old wargames?

Finally why do 'Despatches' and 'Tactics' only appear when they feel like it? I can't believe nobody is writing to you.

Andrew Fletcher, Cannock.

Well, I wish a few more people



dungeon (and therefore in real danger). Manipulating this menu is straightforward enough, though with the joystick it's slightly clumsy and can lead to mis-selection in the heat of combat.

The towns are laid out very much in the style of *Ultima IV* with a variety of shops and characters wandering about. Not all towns have all facilities, but it's hardly a long trek between centres of civilisation and most are well-equipped. The player can buy and sell armour and arms, stock up on food and hit points, buy pub rumours for the price of a pint or gamble away some gold on an interesting selection of games. There's a nicely presented version of Blackjack and something called Wizard's Ball which looks like an offcut from some entirely different game. Gambling is not a very efficient way to make money in the realm of Landor – much better to take a trip out into the country and bash a Snooper Slink into submission – but it provides an amusing diversion for the player. Magic spells are also on sale in the towns. The character can talk to any of the wandering inhabitants, but their conversation is very dull and repetitive. The official rumours are not much better, and only occasionally amount to more than trite pieces of advice. At the outset, the variety of weapons and armour offered is not impressive. It seems that time has to pass, and the character has to improve, before the shopkeepers of Landor get more expensive items in.

More exciting than the towns in adventuring terms are the cathedrals, one of which houses the opening into the first available tomb and offers the player a chance at some serious underground adventuring. Tombs are mazes viewed in the same overhead way as the wilderness, inhabited by more vicious monsters and containing treasure chests and characters likely to send you off on the next bit of your quest. The first place to find is, however, Castle Redstone. The character is already in possession of a golden key which opens a door in the castle and lets him into the Hall of Visions, where Mesron offers periodic advice from the safe distance of several centuries into the future. On his first visit, the adventurer is told to go off and find a magic wand. I assume that the required wand is hidden somewhere in the tomb, but despite several forays I haven't managed to stay alive down there long enough to find it. I have found another robed gentleman who wishes to be presented with another magic item before he will help me further, so that must be the next goal. Perhaps once I've found the wand Mesron will tell me how to get hold of a boat and sail further afield . . .

Despite the unoriginality of the concept and the implementation, *Questron II* is a great deal of fun to play and this 'interlocking quest' kind of storyline is enough to sustain interest. There does seem to be a definitive narrative game structure, with the enticing promise of something different if you persist. There is, for instance, a whole aspect of the game that I cannot comment upon because I didn't get that far; the real dungeons, as opposed to the tombs, are displayed in animated 3D perspective. How well this works I can't say, because I suspect that the first dungeon lies overseas and despite several hours of play I hadn't even succeeded in finding the first magic artifact. I would have been happy to carry on if I hadn't had to tear myself away to write the review itself.

The complexity of the storyline amply makes up for the simplicity of the play. Many players will, indeed, consider the lack of statistics and complex combat to be an advantage. *Questron II* is worth looking at.

PRESENTATION 76%
Well packaged and easy to operate.

GRAPHICS 72%
Respectable, given the type of game it is – the graphics of the player character and monsters on the overhead view are rather small and indistinct.

RULES 66%
Judged by the usual standards of the company, not very full.

PLAYABILITY 87%
The simple play keeps the action smooth and fast, and the interlocking storyline is compelling.

OVERALL 81%
An entertaining example of its type, though not the best available.

were writing to me, but as I mentioned above the letters and tips normally get cut out, if at all, for reasons of space. 'Manoeuvres' only has a meagre page allocation, and my reviews tend to be over-enthusiastically verbose! The good news is that I have finally pestered SSI to send me a copy of the Wargame Construction Kit, *and a full review will appear next month. As for boxed wargames, you ought to be able to obtain a selection of these in any specialist games shop. Not a useful piece of advice if you live miles from any such establishment.*

PI

STRATEGY BY MAIL?

Dear Philippa,
I must say I'm glad to see ZZAP! producing a strategy column. I must confess to preferring games that take a little thought, since mindless joystick bashing has never really appealed to me.

Are we now going to see the elusive PBM Strategy Game? I have a few suggestions for it. How about a modern-day diplomacy game. Set up a world with, say, eight emergent powers, throw in a few existing superpowers and assign to the players the emergent powers. The whole aim of the game would be to increase your sphere of influence both diplomatically and economically until you gain superpower status. This could be done on a computer, setting up eight players in each world and using the magazines to report major happenings in each world as a contacts centre.

I have a gripe – what about a decent fantasy battle-game? What I would like to see is a software house collaborating with Games Workshop to produce an excellent fantasy-battle scenario which could then be put out on both the computer and the Warhammer Battle Rules.

F Burns, Stevenston

Spectrum owners already have a Games Workshop-produced fantasy wargame, if they can find a copy; it's called Chaos. *For Commodore owners, I don't think* Sorcerer Lord *is at all bad. Its presentation isn't wonderful, but the gameplay is compelling and unusually complex for a fantasy game. There are a lot of good strategy PBM games about, and the best way to find out about them is to get hold of a copy of* Flagship, *the PBM specialist magazine.*

PI

TACTICS

This month Tactics concentrates on advice for those who wish to venture forth into the world of *Questron II*, reviewed in this issue. A computer, a joystick and a good deal of suspended disbelief are essential items of equipment. And so is a properly documented, unpirated copy of the game itself; there are periodic checks to see if you possess a copy of the instruction manual!

The first island is not too big, and it's easy enough to make a rough map as you explore. The only features worth marking are towns, cathedrals and the castle. From a vague shape it's easy to navigate – it might be a good idea to make a note of which towns offer what facilities.

It's a good idea to upgrade your armour and weapons as soon as you can afford it. Buy rawhide armour first of all, and don't forget to wear it: the better weapons and armour won't be offered for sale until a little time has passed, but when they are, a staff will inflict satisfyingly large amounts of damage on wilderness and tomb monsters alike, and ring mail offers reasonable protection.

Your first destination is Castle Redstone, which is located on the southwest of the map. One of the locked rooms there will open, if you use the golden key you have in your inventory at the start of the game, and turns out to be the Hall of Visions. This is Mesron's interdimensional video link, and once you get there he will send you on your quest and give you some attribute boosts into the bargain.

The second place to head for is Rivercrest Cathedral, which is inconveniently situated behind a mountain range on the northwest corner of the island. To get to it you need to buy climbing equipment, available at several towns in the Travel shops. This cathedral houses the entrance to Rivercrest Tomb.

To loot chests, stand in front of them and choose the 'loot' option from the menu; but be very wary of doing this in cathedrals or in Castle Redstone! You bring down the wrath of every guard in the building, and I've never managed to escape alive after such a raid. Chests in the tomb, on the other hand, are there to be robbed.

Tackle the tomb in several forays, stocking up on hit points between each and saving the game before entering the cathedral. The moonstone amulet provided you with food, and sooner or later you should find a copper key which unlocks some more of the doors in Castle Redstone.

Beyond the 'copper' doors in Castle Redstone you can pay 1000 gold pieces to buy some maps. But keep a pen and paper ready; you don't get to keep them, only to look at them!

TRYBRIDGE SOFTWARE DISTRIBUTION

TITLE	CBM 64 CASS	CBM 64 DISK	TITLE	CBM 64 CASS	CBM 64 DISK	TITLE	CBM 64 CASS	CBM 64 DISK
Ace 2	6.50	9.95	Football Director	6.00		Pawn		13.95
Aaargh	6.95	9.95	F15 Strike Eagle	6.50	9.95	Pirates	9.95	13.95
Americ. Civil War		14.25	Football Manager	2.95	6.95	Power at Sea		10.45
Allstars (Edge)	6.00		Fball Manager 2	6.95	9.95	Paperboy	3.00	
Alien Syndrome	6.50	9.95	5 Computer Hits	3.50		Road Blasters	6.50	9.95
Adv Tact Fighter	6.50	9.95	Freddy Hardest	3.00		Rimrunner	6.00	8.95
Adv Art Studio	15.00	19.00	Flintstones	6.50	9.95	Reach for the Stars		14.25
Arcade Alley	6.50	9.95	Gt Giana Sisters	6.95	8.25	Rommel		14.25
Arctic Fox	6.95	10.45	G Lineker Skills	6.95	8.95	Rampage	6.50	9.95
Apollo 18	6.95	10.45	Gutz	6.00		Rastan Saga	6.50	9.95
Airbourne Ranger	10.45	13.95	Gothik	6.00	9.95	Roadwars	6.50	9.95
Army Moves	3.50		Gauntlet 2	6.50	9.95	Rygar	6.00	9.95
Arcade Force Four	6.50	9.95	Gunsmoke	6.50	8.95	Rolling Thunder	6.50	9.95
Athena	3.50		Gryzor	6.00	8.95	Renegade	6.00	9.95
Arkanoid 2 Revng	6.00	9.95	Game Set & Match	8.95	11.95	Ringwars	6.50	9.95
Battlefront		14.25	Garfield	6.50		Red October	11.00	13.95
Battle Normandy		14.25	Guild of Thieves		13.95	Revs +	6.50	9.95
Beyond Ice Palace	6.50	9.95	Gunship	9.50	13.95	Soldier of Light	6.50	9.95
Blood Brothers	6.50	10.45	Halls Montezuma		14.25	Skatecrazy	6.50	9.95
Bionic Commando	6.50	9.95	Hoppin Mad	6.95	9.95	Salamander	6.25	
Bad Cat	6.50	9.95	Hercules	6.50	9.95	Samurai Warrior	6.00	9.95
Best of Elite Vol1	4.50		Headcoach	2.95		Star Wars	6.50	9.95
Bobsleigh	6.50		Head Over Heals	3.50		Side Arms	6.50	9.95
Barbarian	6.50	9.95	Infiltrator 2	6.95	9.95	Streetfighter	6.95	9.95
Blacklamp	6.00	9.95	I O	6.25	9.95	Sinbad & Throne		9.95
Bedlam	6.50	9.95	Int Soccer	6.50	9.95	S'star Ice Hockey	5.00	
Buggy Boy	6.50	9.95	Impact	6.50		Strip Poker 2	6.95	9.95
Bards Tale 1 & 2	6.95	10.45	Internat Karate	2.95	6.95	Street Basketball	6.50	9.95
Bards Tale 3		10.45	Internat Karate +	6.50	9.95	Solid Gold	6.50	9.95
Bangkok Nights	6.50	9.95	Imposs Mission 2	6.50	9.95	Starglider	9.95	11.95
Bubble Bobble	6.00	8.95	Ikari Warriors	6.50	8.95	Sentinel	2.95	3.95
Blood Valley	6.50	9.95	Indy Jones Temple	6.50	9.95	Sidewize	3.00	
B'dash Con Kit	5.00		Jinks	6.50	8.95	Silent Service	6.50	9.95
Carrier Command	9.95	13.95	Jewels of D'kness	9.00	11.95	Supersprint	6.50	9.95
Carriers at War		14.25	Konami Collection	6.50		Silicon Dreams	9.50	9.95
Chubby Gristle	6.95		Knightmare	6.50	9.95	720°	6.50	8.95
Crosswize	6.00	9.95	Karnov	6.50	9.95	Shootemup C Kit	9.95	13.95
Combat School	6.00	8.95	Knightorc	9.95	9.95	Stealth Fighter	9.95	13.95
Champ Sprint	6.50	9.95	Live Ammo	6.50	9.95	Skate or Die	6.95	10.45
California Games	6.50	9.95	Last Ninja	6.50	9.95	6 Pak Vol 1, 2 or 3	6.50	9.95
Cybernoid	6.50		Last Ninja 2	8.50	9.95	Spy v Spy Artic	2.00	
Chuck Yeager	6.95	10.45	Marauder	6.95	9.95	3 Stooges		10.95
Chessmaster 2000	6.95	10.45	Madballs	6.00		10 Gt Games 1 or 2	6.50	9.95
Dark Side	6.50	9.95	Magnificent 7	6.50	12.95	Test Drive	6.95	10.45
Dream Warrior	6.50	9.95	Morpheus	9.95	11.95	Train Escape	6.95	10.45
Desolator	6.50	9.95	Match Day 2	6.00	9.95	To Hell & Back	6.95	9.95
Deja Vu		13.95	Mega Apocalypse	6.50	9.95	Trigger Happy	6.95	9.95
Driller	9.95	13.95	Music System	10.00	30.00	Troll	6.50	8.95
Defendr of Crown	8.95	11.95	Mini Putt	6.95	10.45	Time & Magik	9.95	9.95
Demon Stalker	6.95	10.45	Magnetron	5.95	9.95	Trantor	6.50	9.95
Dark Sceptre	6.00	8.95	19 Bootcamp	6.95	9.95	Target Renegade	6.00	
Dragonslair 1 or 2	3.00		Nimitz	6.95	10.45	Thundercats	6.50	9.95
Druid	2.00	3.00	Nigel Mansell GP	6.95	10.45	Teramex	6.50	9.95
Europe Ablaze		14.25	Nebulus	6.50	9.95	Tetris	6.50	9.95
Echelon	6.50	9.95	Now 5	6.50		Taipan	3.50	
Enlightenment	2.95	4.95	North Star	6.50	9.95	Vampires Empire	6.50	8.95
Elite 6 Pack 1 or 2	6.50	9.95	Outrun	6.50	9.95	Vixen	6.95	10.45
Enduro Racer	6.50	9.95	Oh No	2.75		Venom	6.50	9.95
Elite	9.95	11.95	Peter Beardsley	6.95	9.95	Wizard Warz	6.50	9.95
Eye	2.95	4.95	Power Pyramids	6.95		W Class Leaderbd	6.50	9.95
Earth Orbit Sta		12.95	Patton vs Rommel	10.45		Wonderboy	6.50	9.95
4th & Inches	6.50	9.95	Pandora	6.50	9.95	World Tour Golf	8.00	9.95
Flying Shark	5.00	9.95	Pacland	6.00	9.95	Wizball	3.50	
Flash Point	6.00	9.95	Platoon	6.50	9.95	We are the Champ	6.50	12.95
Frightmare	6.50	9.95	Predator	6.50	9.95			
Firefly	6.00	9.95	PHM Pegasus	6.95	10.45			

Please send cheque/PO/Access Visa No. and expiry date to:
TRYBRIDGE LTD, 72 NORTH STREET, ROMFORD, ESSEX RM1 1DA
Please state make and model of computer when ordering.
P&P inc. UK on orders over £5.00.
Less than £5.00 and Europe add £1.00 per item.
Elsewhere please add £2.00 per item for airmail.
TEL. ORDERS: 0708 765271

FOOTBALL & CRICKET

SPORTS SIMULATIONS FROM E & J SOFTWARE (Established 3 Years)

4 CLASSIC Strategy Games packed with GENUINE & REALISTIC Features

PREMIER II CAN YOU HANDLE ALL OF THIS ? - Play all teams Home & Away - Unique & Comprehensive Transfer Market Feature - Full Team & Substitute Selection - In Match Substitutions - Match Injuries - Team Morale - Transfer Demands - 7 Skill Levels - Manager's Salary - Continuing Seasons - Job Offers - Sackings - Save Game - + MUCH MORE !

EUROPEAN II THE MOST COMPLETE EUROPEAN SIMULATION YOU CAN BUY ! - Home & Away Legs - Penalty Shoot Out - 2 Substitutes Allowed - Away Goals Count Double - Full Team & Subs Selection - Extra Time - 7 Skill Levels - Disciplinary Table - Save Game - TEXT MATCH SIMULATION: Match Timer, Named & Recorded Goal Scorers, Corners, Free Kicks, Goal Times, Disallowed Goals, Sending Off, Injury Time, Penalties, Bookings - + MUCH MORE !

WORLD CHAMPIONS A COMPLETE WORLD CUP SIMULATION - Select Friendlies - Squad of 25 Players - Qualifying Rounds - 2 In-Match Substitutes - Disciplinary Table - Select Tour Opponents - Save Game - 7 Skill Levels - Extra Time - Penalty Shoot-Out - TEXT MATCH SIMULATION including: Bookings, Goal Times, Named & Recorded Goal Scorers, Injury Time, Corners, Free Kicks, Match Clock, Penalties - + MUCH MUCH MORE !

CRICKET MASTER A SUPERB SIMULATION OF ONE DAY CRICKET - Weather, Wicket & Outfield Conditions - Batting & Bowling Tactics - Team Selection - Fast, Spin & Medium Pace Bowlers - 4 Types of Batsmen - Select Field Layout - 3 Skill Levels - Wides - Byes - No Ball - Dropped Catches - Scoreboard - Batting & Bowling Analysis - Run Rate - Run Single Option - 3 Game Speeds + MUCH MORE - Price includes a FREE pad of CRICKET MASTER Scoresheets

Software availability	Spectrum Any 48/128 Tape	Spectrum Any 48/128 Disc +3	Commodore 64/128 Tape	Commodore 64/128 5 1/4" Disc	Amstrad CPC Tape	Amstrad CPC 3" Disc
PREMIER II	£6.95	£10.95	£7.95	£10.45	£7.95	£11.95
EUROPEAN II	£6.95	£10.95	£7.95	£10.45	n.a.	n.a.
WORLD CHAMPIONS	£6.95	£10.95	£7.95	£10.45	£7.95	£11.95
CRICKET MASTER	£7.95	£11.95	n.a.	n.a.	£8.95	£12.95

GREAT VALUE buy any 2 Games and deduct £2.00 from total - SUPERB VALUE buy 3 games and deduct £3.00 from total - FANTASTIC VALUE buy 4 games and deduct £5.00 from total All Games available by MAIL ORDER for IMMEDIATE despatch by 1st Class Post. Prices include P & P (add £1.00 outside UK) and include instructions. PLEASE STATE MACHINE AND TAPE or DISC

Send to: E & J SOFTWARE, Room C3, 37 Westmoor Road, ENFIELD, Middlesex, EN3 7LE

COMPUTER REPAIRS

Fixed Super Low Prices!
Inclusive of parts, labour and VAT

FIRST AID FOR TECHNOLOGY

1 week turnround

★ SPECIAL OFFERS ★

C64	£22 inc. + Free Game	SPECTRUMS £14 inc + free game	
C16	£18 inc.	SPECTRUM 128	£16
VIC20, C+4	£22 inc.	AMSTRAD 464 £32 inc + free game	
C128	£29 inc.	BBC	£32 inc
C64 P.S.U. for sale	£20 inc.	ELECTRON	£19 inc
		SPECTRUM P.S.U. sale	£10 inc

Please enclose payment with item – 3 month warranty on repair
Please enclose advert with repair

W.T.S. ELECTRONICS (ZP)
5–9 Portland Road, Luton, Beds LU4 8AT. ☎: 0582 458375. Telex: 265871



ALL PRICES INCLUDE V.A.T. AND POSTAGE

FREE



Deluxe 120 disc capacity lockable disk box worth over £14 (Please state if you want the 100 capacity box instead)

SCHOOL AND GOVT. ORDERS WELCOME

When you buy *25* disks for only *£18.25*
OR *50* disks for only *£27.50*
100 disks for only *£44.50*

All disks are Japanese Higrade 5.25 DS/DD certified to 96 tpi. They come with hub rings, envelopes & labels, and a unique 5 year guarantee – Great Value!

FREE catalogue with order, or 50p separately

Nebulae, Dept MD, FREEPOST, Kilroot Park Industrial Estates, Carrickfergus, Co. Antrim, BT38 7BR.

7 Day Delivery
One year guarantee and 14 day money back period.

Tel: (09603) 51020
FREEPOST YOUR ORDER TODAY – NO STAMP REQUIRED



PG's TIPS

Welcome, welcome, welcome one and all with a hey-nonny-nonny and a star-spangled tea bag to the very first edition of PG's TIPS. Now that the mighty Jaz has departed from ZZAP! Towers, I have been assigned to fill his black leather flying boots as best I can. Be assured, though, that there should be no decline in the quality of tips, POKEs and maps (unless, of course, you stop sending them in) – and indeed, I'm hoping to bring a few improvements to the tips pages over the next few months. Again, I'm relying on the army of hackers and tipsters out there to help me out. Don't forget there's a prize of £30 of software for the tipster of the month. Cor! Stunning, eh? By the way, while we're at it . . . Next month there's going to be a super-dooper humper bumper

MEGA TIPS SPECIAL!!

We won't tell you exactly how big it's going to be just yet, but you can be sure it'll be larger than largeness itself! Any road, pull up a teacup, crack open the digestive biscuits and get down to this month's chewy selection of tips which includes a map of Ikari Warriors and hacks a-plenty . . .

EREBUS (Virgin)

Get rid of all sprite collision today! Enter this listing from Martin Pugh, type RUN (RETURN) and follow the prompts.

```
1 FOR X=320 TO 363:READ Y:POKE
X,Y:NEXT:POKE 157,128:SYS 320
2 DATA 32, 86, 245, 238, 98, 3, 169, 76, 141, 97, 3, 96,
81, 1, 72
3 DATA 77, 80, 169, 162, 141, 86, 9, 141, 74, 9, 169,
0, 141, 87, 9
4 DATA 141, 75, 9, 169, 234, 141, 88, 9, 141, 76, 9,
108, 253, 0
```

JET BOYS (CRL)

Martin Pugh of Holywell in Clwyd sent in reams of POKEs for games old and new, one of the newer ones being CRL's incredibly tough shoot 'em up. Enter this listing, type RUN (RETURN) and follow the on-screen prompts for infinite lives, no guardians, and no weapon loss.

```
1 FOR X=327 TO 367:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C=5260 THEN POKE 157,128:SYS 320
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245, 169, 81, 141, 245, 3, 169, 1, 141,
246, 3, 96, 72, 77
5 DATA 80, 169, 94, 141, 86, 5, 169, 1, 141, 87, 5, 76,
0, 4, 169, 96
6 DATA 141, 2, 118, 169, 173, 141, 52, 94, 169, 240,
141, 238, 94, 76, 190, 92
```

I ALIEN (CRL)

Another Martin Pugh listing for another CRL game. Infinite everythings can be had when you type in this program, RUN it and start the tape.

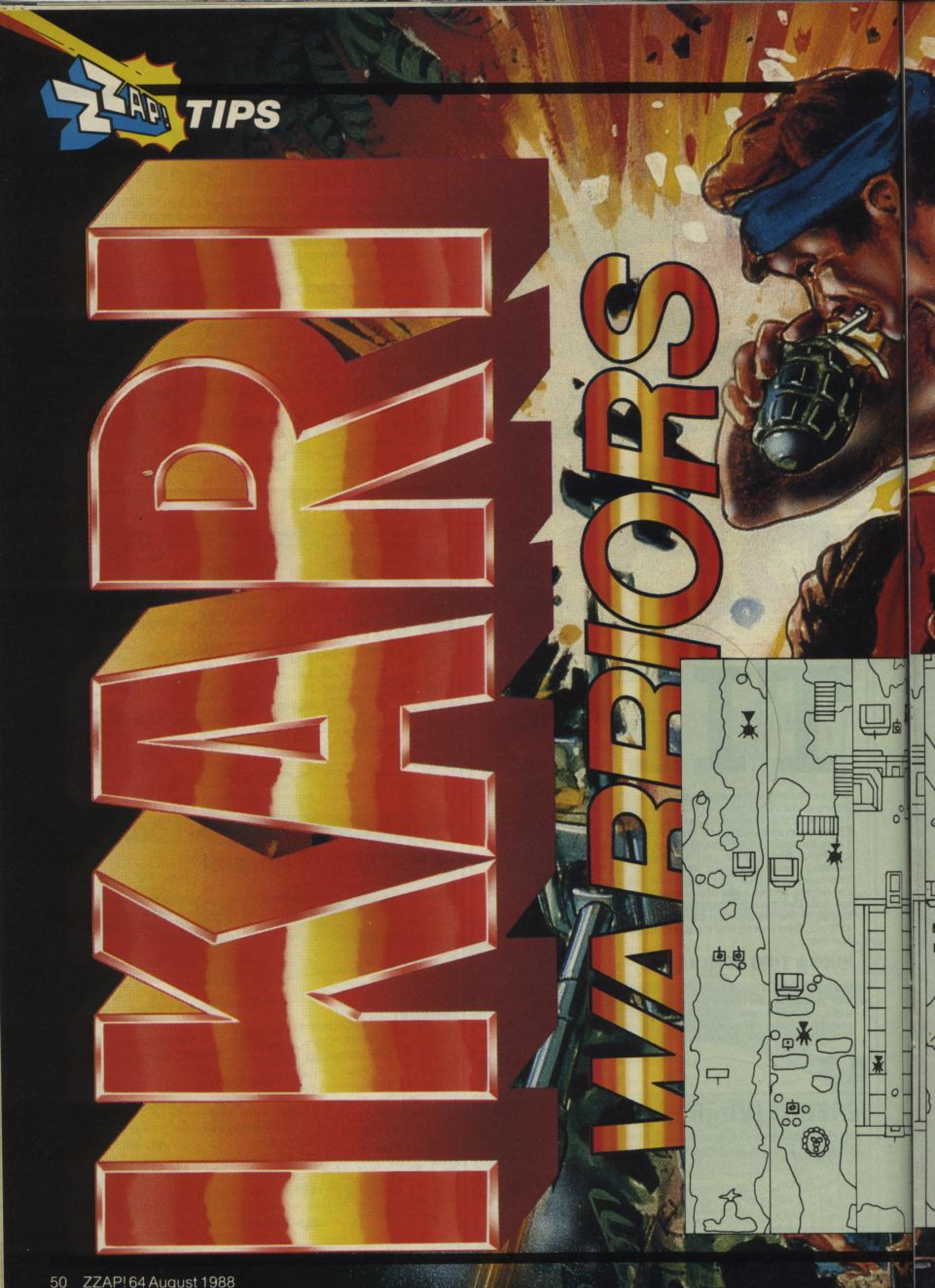
```
1 FOR X=320 TO 365:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C=4554 THEN POKE 157,128:SYS 320
3 PRINT "DATA ERROR!"
4 DATA 32, 86, 245, 169, 83, 141, 245, 3, 169, 1, 141,
246, 3, 76, 82, 3
5 DATA 72, 77, 80, 169, 96, 141, 62, 7, 169, 1, 141, 63,
7, 76, 0, 5
6 DATA 169, 173, 141, 225, 24, 141, 197, 22, 141, 128,
19, 76, 192, 15
```

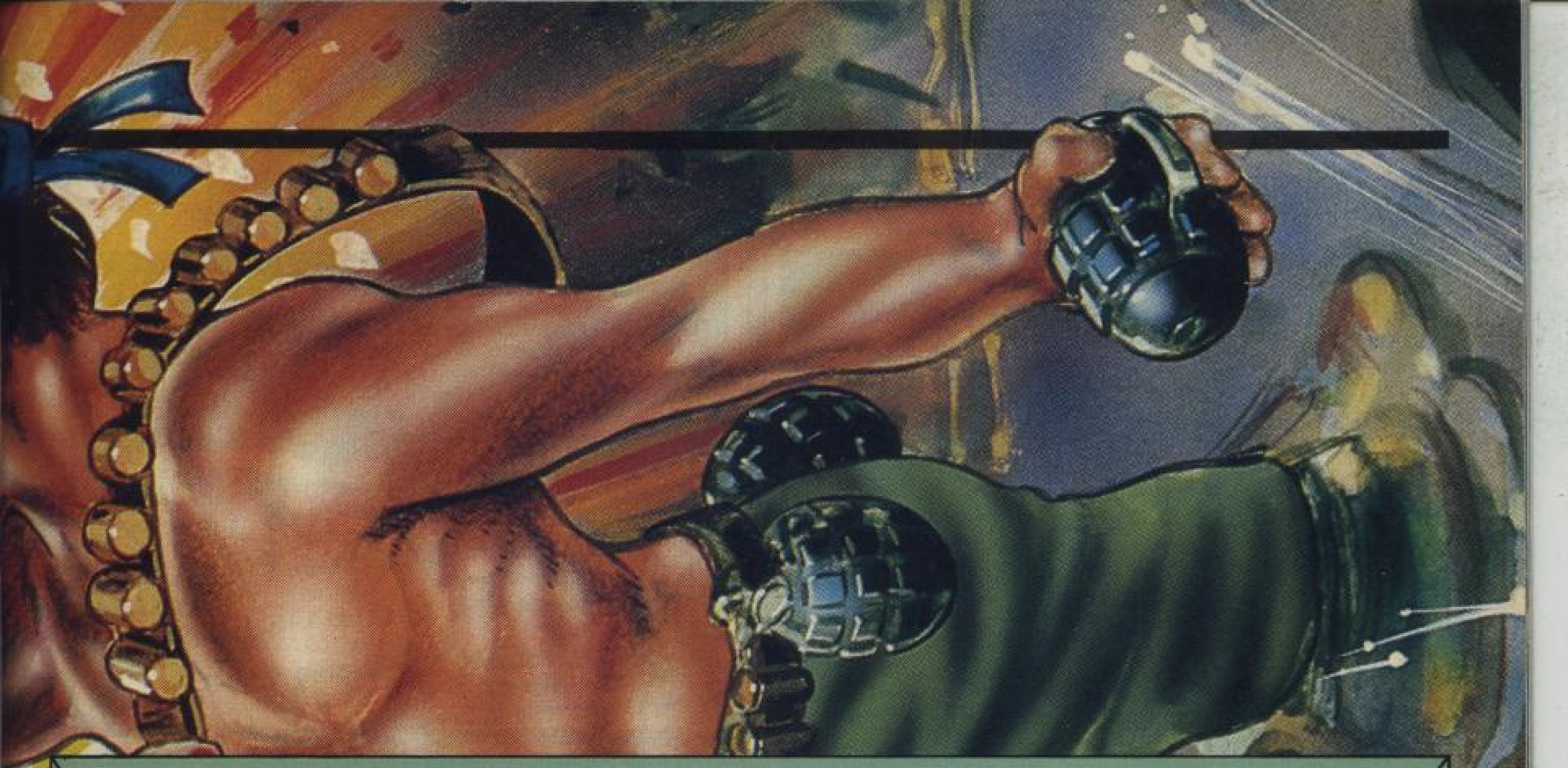
TRANS-ATLANTIC BALLOON CHALLENGE (Virgin)

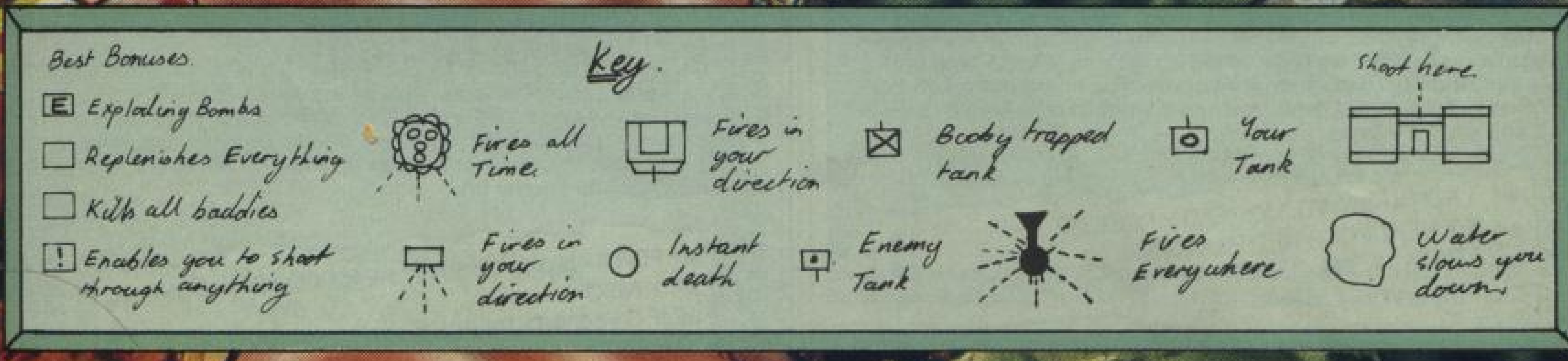
URGHH! If you were unfortunate enough to buy this game and can't think of any good reason to go back to it, here's one. Type in this Martin Pugh listing, enter RUN (RETURN) and follow the on-screen prompts to have it well and truly 'sorted out'.

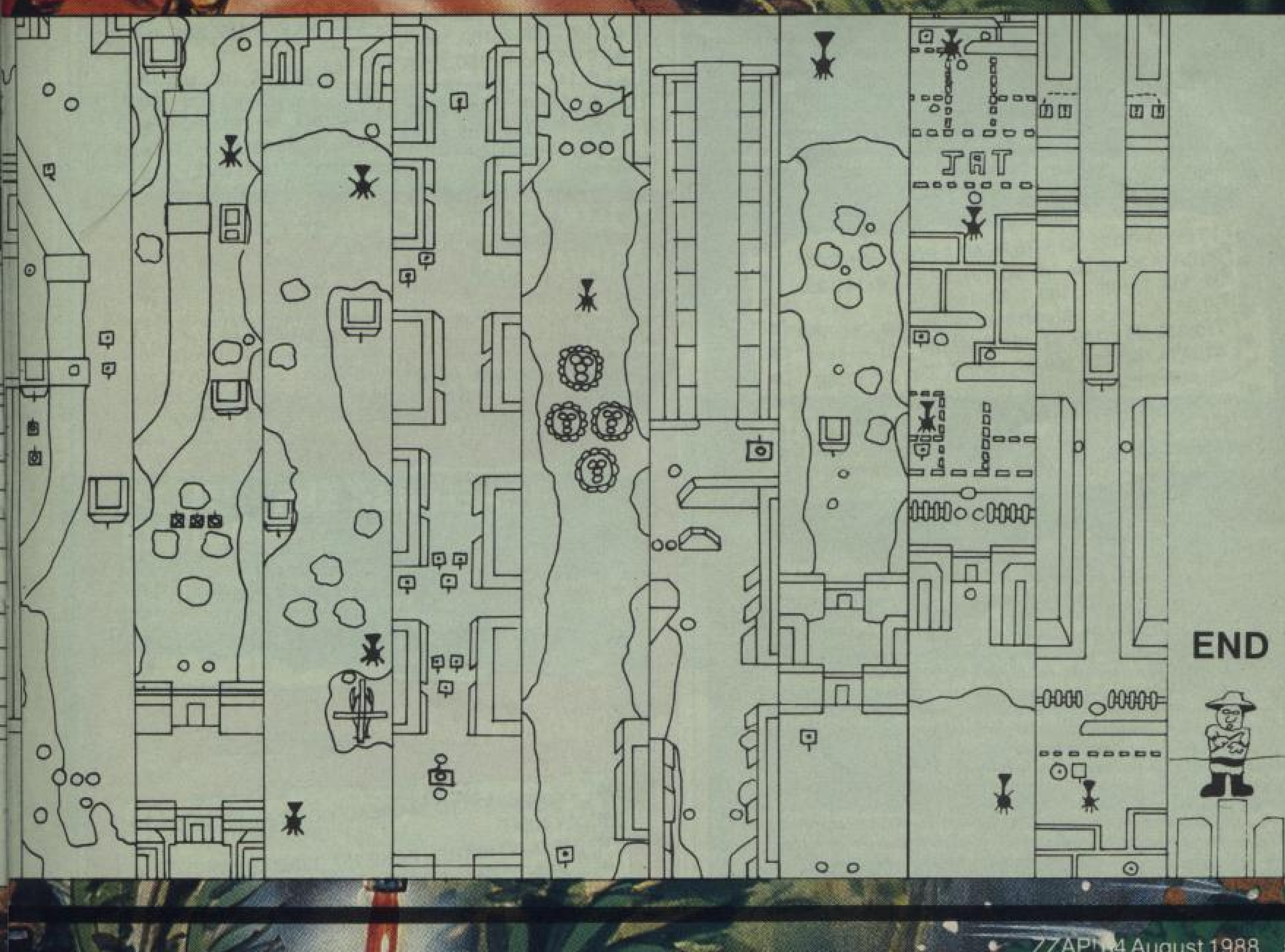
```
1 FOR X=320 TO 349:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3607 THEN PRINT "DATA ERROR":END
3 INPUT "DO YOU REQUIRE INFINITE BIRDS FOR
THE VIRGIN BALLOON ? Y/N ";V$
4 IF V$="Y" THEN POKE 338,173
5 INPUT "DO YOU REQUIRE INFINITE BIRDS FOR
THE RIVAL BALLOON ? Y/N ";R$
6 IF R$="Y" THEN POKE 343,173
7 POKE 157,128:SYS 320
8 DATA 32, 86, 245, 238, 98, 3, 169, 76, 141, 97, 3, 96,
81, 1, 72, 77
9 DATA 80, 169, 206, 141, 217, 77, 169, 206, 141, 248,
77, 108, 253, 0
```

IKARI WARRIORS






Best Bonuses.
Key.
E Exploding Bombs
Replenishes Everything
Kills all baddies
! Enables you to shoot through anything
Fires all Time.
Fires in your direction
Booby trapped tank
Your Tank
Shoot here.
Fires in your direction
Instant death
Enemy Tank
Fires Everywhere
Water slows you down.


END

MOTOS (Mastertronic)

Infinite lives in this queer little game can be yours at the cost of only a few minutes of typing. Get your fingers into gear and enter this Martin Pugh listing, then type RUN (RETURN) and start the tape.

```
1 FOR X=336 TO 360:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C=2200 THEN POKE 157,128:SYS 336
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245, 169, 97, 141, 41, 4, 169, 1, 141,
42, 4, 96
5 DATA 72, 77, 80, 169, 93, 141, 92, 97, 76, 27, 8
```

POLE POSITION (US Gold)

Martin Pugh has obviously been rummaging through his antique games collection and has come up with an infinite time listing for this elderly road racer. If you have it on some compilation or other get it out and, well, you know what to do – type it in, RUN it and start the tape.

```
1 FOR X=320 TO 330:READ Y:POKE
X,Y:NEXT:POKE 157,128:SYS 320
2 DATA 32, 104, 225, 169, 173, 141, 96, 51, 76, 15, 8
```

ELITE (Firebird)

Way back in Issue . . . ooh . . . let me see now . . . Issue 7, no less a person than Gary Penn printed some terrific credit-saving pokes for this classic space simulator which has long been one of my faves. Well, an anonymous person (who may be called Andy, but we're not too sure) has sent in a repeat of the cassette version hack with a couple of new cheats for you to try. To use them, first make sure you have a saved game on cassette, then type in the following listing.

```
10 FOR I=8192 TO 8276:READ A:POKE I,A:NEXT
20 DATA 32, 65, 32, 141, 251, 37, 32, 51, 32, 141, 252,
37, 169, 1, 162, 1, 160, 1, 32, 186, 255
30 DATA 169, 4, 162, 47, 160, 32, 32, 189, 255, 169,
176, 133, 251, 169, 37, 133, 252, 169, 251
40 DATA 162, 253, 160, 37, 76, 216, 255, ,67, 77, 68,
82, 162, 73, 24, 138, 125, 175, 37, 93, 176
50 DATA 37, 202, 208, 247, 96, 162, 73, 24, 138, 134,
187, 69, 187, 106, 125, 175, 37, 93, 176
60 DATA 37, 202, 208, 242, 96, 255
```

I would advise you to SAVE this for future reference, then type RUN (RETURN). Now enter LOAD "FILENAME",1,3 (RETURN) – using the name of your saved game as the filename – and once it has loaded type in any of the following to alter your status.

POKE 9649,0-255 to change planet X co-ordinate
POKE 9650,0-255 to change planet Y co-ordinate
POKE 9661,255 for 25.5 light years' worth of fuel
POKE 9670,255 enlarges cargo bay to 255 tonnes capacity
POKE 9696,0-255 and,
POKE 9697,0-255 set the number of Trumbles on board (hmmm)
POKE 9699,0-255 number of missiles
POKE 9719,0-255 number of kills
POKE 9648,18 to wipe legal status to clean

When you're finished type in SYS 8192 to save a new file to tape. This is reloaded into the game with the filename CMDR and allows you to restart in a rather different Cobra Mk III . . .

THE TUBE (Quicksilva)

How about getting rid of the collision detection in this game? Yeah? Well, you're reading the wrong tip, because this gives infinite lives and smart bombs for the Tracker II. What more do you want? Martin Pugh has spent a lot of time on this hack and does he get thanked? Just sit down in front of that Commodore and RUN this listing. Now say, 'Thankyou Martin.' That's better.

```
1 FOR X=271 TO 299:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C=3223 THEN POKE 157, 128:SYS 271
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245, 169, 32, 14,1 235, 3, 169, 1, 141,
237, 3, 96, 72
5 DATA 77, 80, 238, 32, 208, 169, 234, 141, 12, 41,
141, 51, 41, 96
```

DEEP STRIKE (Durell)

Deary-oh-me, this isn't the best game in the world but if you're lumbered with it on the Elite Top Ten compilation you may as well have a go at this hack from Martin Pugh. Type the listing in, RUN it and start the tape for infinite ammo and bombers, and immunity from all enemy fire.

```
1 FOR X=50149 TO 50197:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C=5639 THEN POKE 157,128:SYS 50149
3 PRINT "DATA ERROR"
4 DATA 169, 195, 141, 41, 3, 32, 86, 245, 169, 248,
141, 189, 2, 169, 195
5 DATA 141, 190, 2, 96, 169, 196, 141, 76, 194, 169,
8, 141, 75, 194, 32
6 DATA 43, 194, 72, 77, 80, 169, 173, 141, 124, 29
7 DATA 141, 210, 29, 141, 0, 30, 76, 39, 22
```

FOUR GREAT GAMES 2 (Mikrogen)

Did you buy this compilation and are you maybe having a bit of trouble with Frostbyte and Pyjamarama? Well, it's obviously your lucky day, isn't it? Martin Pugh has worked out these cheat listings for those two games, which only need to be typed in and RUN to load the game with easy peasy mode engaged.

FROSTBYTE (Infinite lives, ammo, and twang)

```
1 FOR X=320 TO 350:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C=3234 THEN POKE 157, 128:SYS 320
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245, 169, 81, 141, 251, 2, 169, 1, 141,
252, 2, 96, 72, 77, 80
5 DATA 169, 183, 141, 191, 21, 141, 12, 22, 141, 188,
17, 76, 27, 8
```

PYJAMARAMA (Infinite Wallies)

```
1 FOR X=320 TO 344:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C=2718 THEN POKE 157, 128:SYS 320
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245, 169, 81, 141, 251, 2, 169, 1, 141,
252, 2, 96, 72
5 DATA 77, 80, 169, 183, 141, 147, 70, 76, 27, 8
```

STARLIFTER (Mastertronic)

Not Steve Lee's greatest game, but if its low price attracted you into a purchase and you're now finding it a bit tough, give this listing a whirl. It's another Martin Pugh hack, this time providing infinite lives. Type it in, RUN it and start the tape when prompted.

```
1 FOR X=336 TO 360:READ Y:C=C+Y:POKE X,Y:NEXT
2 IF C=2303 THEN POKE 157,128:SYS 336
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245, 169, 97, 141, 41, 4, 169, 1, 141, 42, 4
5 DATA 96, 72, 77, 80, 169, 248, 141, 113, 24, 76, 27, 8
```

BATTLE THROUGH TIME (Anirog)

You'll probably have to hunt around for this Old Age Pastime, but if you've been bequeathed it or something, use this Martin Pugh listing to give your ship a touch of the Captain Scarlets and make it utterly indestructible.

```
1 FOR X=525 TO 552:READ Y:C=C+Y:POKE X,Y:NEXT
2 IF C=2926 THEN POKE 157,128:SYS 525
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245, 169, 16, 141, 105, 3, 169, 1, 141, 107, 3, 76
5 DATA 123, 227, 72, 77, 80, 169, 0, 141, 52, 117, 238, 32, 208, 96
```

IMPOSSIBLE MISSION (US Gold)

Wave goodbye to sprite collision in the US Gold version of this classic platformer, and make it slightly less impossible. All you have to do is type in the listing below, enter RUN (RETURN) and start the tape when you're told.

```
1 FOR X=320 TO 347:READ Y:C=C+Y:POKE X,Y:NEXT
2 IF C=2941 THEN POKE 157,128:SYS 320
3 PRINT "DATA ERROR"
4 DATA 32, 104, 225, 169, 83, 141, 243, 3, 169, 1, 141, 244, 3, 76
5 DATA 13, 8, 72, 77, 80, 169, 96, 141, 16, 120, 32, 132, 255, 96
```

FALCON – THE RENEGADE LORD (Virgin)

The prolific Martin Pugh of Holywell has come up with an infinite time listing to put an end to this game's frustrations. As usual, enter the listing, type RUN (RETURN) and start the tape.

```
1 FOR X=320 TO 344:READ Y:C=C+Y:POKE X,Y:NEXT
2 IF C=2549 THEN POKE 157,128:SYS 320
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245, 238, 98, 3, 169, 76, 141, 97, 3, 96, 81, 1, 72
5 DATA 77, 80, 169, 165, 141, 68, 50, 108, 253, 0
```

GARFIELD (The Edge)

The POKEs for this slightly disappointing game in Issue 37 are all very well, but if you still haven't got a reset switch, you'll be glad to see that Martin Pugh has sent in a listing that does the same job – infinite food and awakeness. Put the tape in the cassette deck, type in the prog, RUN it and start the tape.

```
1 FOR X=529 TO 562:READY:C=C+Y:POKE X,Y:NEXT
2 IF C=3256 THEN POKE 157,128:SYS 529
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245, 169, 34, 141, 220, 2, 169, 2, 141, 221, 2, 96, 72, 77, 80
5 DATA 169, 2, 141, 31, 9, 96, 169, 173, 141, 49, 77, 141, 68, 77, 76, 40, 8
```

For those of you who have got a reset switch, load the game, reset the computer and try out these silly colour-switching POKEs.

POKE 37215,0-15 (RETURN)

To change the sprite outline colour (this also changes the colour of Garf's stripes)

POKE 37205,0 (RETURN)

to put the background into odd colour mode. When you're happy the colour scheme, SYS 24320 (RETURN) to restart.

CENTURIONS (Reaktor)

To give this rather sad game a smidge more appeal, try this infinite energy listing which comes from Martin Pugh. As ever, type it in, RUN it, and insert the tape and press play when prompted.

```
1 X=517
2 READ Y:IF Y=-1 THEN POKE 157, 128:SYS 517
3 POKE X,Y:X=X+1:GOTO 2
4 DATA 169, 18, 141, 40, 3, 169, 2, 41, 3, 32, 86, 245, 169, 32, 141, 178
5 DATA 2, 169, 2, 141, 179, 2, 96, 72, 77, 80, 169, 32, 141, 222, 3, 169, 51
6 DATA 141, 223, 3, 169, 2, 141, 224, 3, 32, 69, 3, 96
7 DATA 238, 32, 208, 169, 0, 141, 85, 42, 96, -1
```

HE-MAN – THE MOVIE (Gremlin)

This is a reasonably easy game to start with, but your little brother or sister may appreciate some extra lives if they're trying to finish it. Type in this minute proglet, enter RUN (RETURN) and start the tape for infinite lives and no tears. Thanks to Martin Pugh for this hack.

```
1 FOR X=516 TO 535:READ Y:POKE X, Y:NEXT:POKE 157,128:SYS 516
2 DATA 32, 86, 245, 169, 2, 141, 223, 2, 96, 72, 77, 80, 169, 173, 141, 122, 24, 76, 16,8
```

And there you had it . . . Did you spot the connection? Well, if you didn't I'm sure Martin Pugh of Holywell did. For his sterling efforts Martin receives this month's £30 software voucher and a FREE tea bag which should be dropping onto his doormat before he can say, oh, you know . . . the name of that Welsh station. Cardiff – that's it. If you feel you have a similarly prolific hacking ability then send your words of wisdom to me at **PG'S TIPS, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB**, where rich rewards await.

Till next month and that Gordon-sized Tips section . . . Ta-ra Chucks!

ZZAP 64 DEF GUIDE TO...

PUZZLE GAMES

In the first of an irregular series, ZZAP! provides a definitive guide to game genres, more specific than the hazy definitions of 'platform' or 'shoot 'em up'. Each month we'll provide some analysis not only of why they're the best of their type, but information about their origins and inspiration. This time around it's the turn of those programs which tax your brain rather than tickle your trigger finger . . .

Feel like a change from alien blasting? Fancy a bit of stimulation for the old grey matter? Then 'puzzle' games are probably what you're looking for. The dictionary defines a puzzle as 'a toy or game presenting a problem that requires skill or ingenuity for its solution'; in this sense, the term 'puzzle game' has a somewhat indistinct borderline, and there are few programs apart from mindless shoot 'em ups which don't require some kind of mental leg-work.

Take an arcade adventure like Pyjamarama *for example, or any game in the Wally series for that matter. Success depends on making connections between the purpose of certain items in the game, and having them with you in certain situations – hence the* adventure *denotation.*

Talking of adventures, you might think they could also be termed puzzle games? Well, although adventure games consist solely of linked sets of mind-bending scenarios, requiring intense lateral thinking, adventure games are just . . . well . . . adventure games, aren't they? They require (usually) logical binding of

ZENJI

Silverbird, £1.99 cass



Originally a release on the Activision label, Silverbird (formerly Firebird) managed to pull off a terrific deal and re-release it with a £1.99 price tag which, along with its outstanding playability and frantic gameplay, made it eminently worthy of a Sizzler in Issue 26 of ZZAP!

At the start of the game, the screen contains a central green block surrounded by an array of hexagonal blocks, which increases in size as play progresses. Each block holds a section of grey track, either straight, T-shaped or cross-shaped, which can all be rotated through 90° by guiding a rolling head onto them and pushing the joystick left or right to turn the tile. To complete each screen, all the tiles must be connected together to form a continuous track.

Time is vital, with each level played against the clock; just to add to your worries, pairs of fireballs infest later levels, spelling death for the head if it makes contact. Tiles occasionally appear carrying a decreasing bonus. Guiding the head over this before the figure reaches zero adds that amount to the player's score.

(Paul) *Well, what can I say? This has been a favourite of mine for a long time, due to its inordinate level of addictiveness and the inspired concept which demands fast and logical thinking under increasing pressure, like some kind of* Krypton Factor *test. The simple jingle which backs the action only adds to the overall freneticism, by increasing in tempo as the timer ticks down. Its best feature, though, is the way that you can spend precious seconds scrutinising the network, looking for the move which will solve the screen, only to accidently twist a tile you hadn't considered moving and suddenly finding the whole track lit up in green and the level finished. For me, it's this which makes* Zenji *the best puzzle game ever for the Commodore. Two quid for this! Now that's what I call value for money!*

(Gordon) *There's been a little dispute in ZZAP! Towers as to which game should receive the accolade – personally, I think* Zenji *just pips* Soko-Ban, *whose depth I didn't fully appreciate until I'd played it for a couple of months! This has got to be one of Firebird's best ever (re-)releases at any price – the gameplay is addictive from the start. The combination of time limit, aliens, and increasing complexity make it just hard enough to keep you gripped but simple enough to make you think 'why didn't I see that before?'. Get up to about 20,000 points, and you'll discover the real meaning of mental strain . . . If you haven't got it, get it!*

OVERALL 97%

disparate items to create a whole, and they do so in a purely textual format.

What we've defined as 'puzzle games' for this Def Guide include programs such as Zenji, Soko-Ban *and* Tetris, *which have their basis in the traditional puzzle toy or in the strategy elements of chess – roots which don't really apply to arcade adventures or text-based games. For example,* Split Personalities *is based on sliding-block puzzles – indeed, moving tiles is a recurrent theme throughout the games we looked at. More of that later, though . . .*

First, here are the games old and new which we selected to re-review.

ZENJI (Silverbird/Activision)
BRAINSTORM (Silverbird)
ROCK 'N' BOLT (Activision)
SOKO-BAN (Spectrum Holobyte/Mirrorsoft)
CONFUZION (Incentive)
TETRIS (Mirrorsoft)
COLLAPSE (Firebird)
SCARABAEUS (Ariolasoft)
SPLIT PERSONALITIES (Domark)
DEFLEKTOR (Gremlin)

After a straw poll, we voted Zenji *our number one puzzle game, and as such it receives the first ZZAP! Definitive award . . .*

Brainstorm from Silverbird is the most recent game of our pick, and is the only one of the nine which doesn't feature block/tile movement of some kind. Indeed, the game's concept is virtually original, involving steering up to three lines of set length around a mosaic of coloured squares in an attempt to entrap one or two balls. The balls accumulate points when over certain colours and lose points over others, so you must try to surround them whilst the score is increasing so that a screen total is exceeded.

Again, simplicity, freneticism and the demand for careful brainwork make *Brainstorm* a very challenging and stimulating puzzle game indeed. The three difficulty levels and five starting positions make play highly variable; if it's frequently panic-inducing, it's also highly captivating.

OVERALL 89%

The age-old *Rock 'N' Bolt* puts the player in the steel-toecapped boots of Louie the construction worker who has limited time to capture passing girders and rivet them together into a design shown on a blueprint at the base of the screen. Louie can then make for a lift at the side of the screen and move up to the next of 100 levels. Music is the game's most prominent feature, since the puzzles are sometimes lacking in challenge – consequently interest isn't that durable. Availability is very limited, and it isn't really worth sending out search parties to find it, though it might be worth buying at a couple of quid.

OVERALL 59%

Mirrorsoft released *Soko-Ban* (Japanese for 'Warehouse Manager') earlier this year to some praise from ZZAP!, but the game is expensive compared to our other samples (£12.99) and comes on disk only. The *Soko-Ban* of the title is faced with 50 different warehouses which have packing crates dispersed throughout them: these need to be shifted to marked storage points.

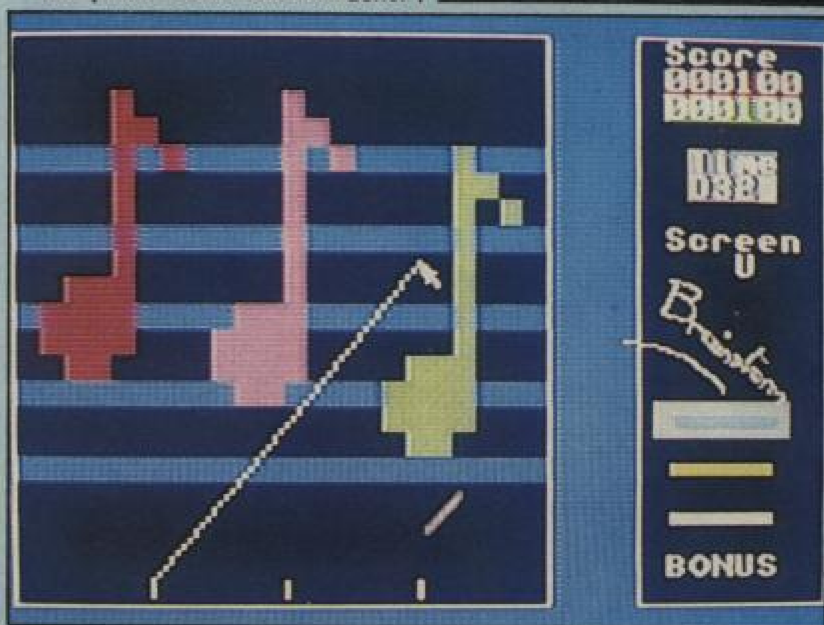
Easy? Well, the task is made more difficult by the warehouseman's inability to *pull* cases. They can only be pushed, so care must be taken always to keep cases where the player can get behind them. This requires much forward planning and copious thinking, essential to the prevention of rash, immobilising moves. Consequently, playing *Soko-Ban* is almost like trying to solve a Rubik's Cube – less abstract, but rather more difficult, and so it has enormous head-scratching appeal for any would-be logician.

OVERALL 94%



▲ As the shapes mount up, panic sets in, with *Tetris*

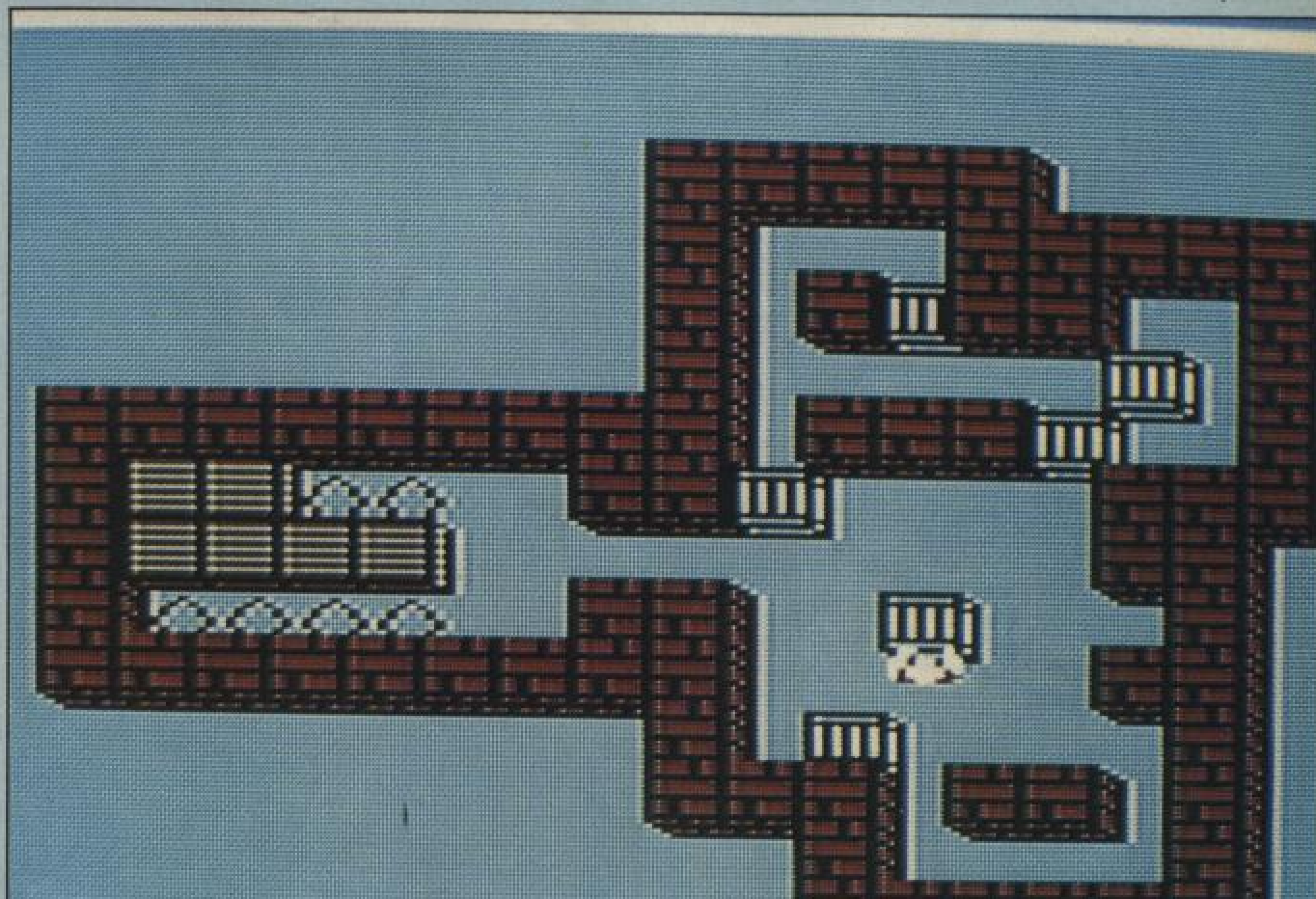
▼ Keeping the ball on the red note nets points–easier said than done!



Tetris is another Mirrorsoft release, even more highly acclaimed than *Soko-Ban*. Written in the USSR, where they take their thinking seriously, it's played in an upright rectangular box, down which float coloured shapes. The player uses a joystick to manoeuvre the shapes left and right across the box and spin them through 90° so that when they finally reach the bottom they fit into the shapes already there, filling in any gaps so that they form a solid row. When such a line is made the pile of shapes above it moves down – failing to construct rows causes the stack of shapes to build up until it hits the roof of the box and the game ends.

Again, *Tetris* is one of these terribly simple concepts, which make such addictive games that you wonder how and why they haven't been ▶

▼ Who says manual labour is easy? Crate shifting requires careful deliberation in *Soko-Ban*





▲ Hieroglyphics give the only clues in *Scarabaeus*

made use of earlier. This game, however, is like a psychological test – the brainwork doesn't slow down, and there are no breaks because one lapse of concentration means you've suddenly messed up your whole structure of shapes and the backlog of missed linkings has suddenly mounted up. Incredible mental stimulation accompanied by an equally incredible soundtrack.
OVERALL 93%

As its name suggests, the plot of *Collapse* hinges on the player's ability to destroy structures within a time limit, in this case structures made of sticks. As Zen the magic mole, the player negotiates the sticks, first loosening them and then knocking them down with a magic Rotix. Unreachable sticks require Zen to switch on some of his mole magic, which allows him to fly across horizontal gaps, build bridges and discourage the two floating nasties which frequently beset our subterranean hero.

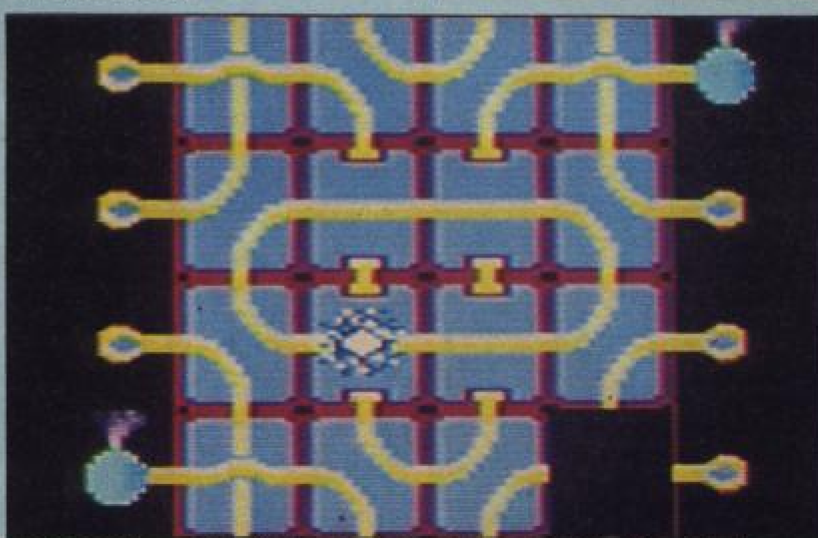
As usual with this genre, weak graphics and sound belie the quality of the gameplay. Reactions and the player's ability to think under pressure are again put to the test in what is a very enjoyable puzzler indeed.
OVERALL 88%

Scarabaeus manages to scrape its way into this roundup on the strength of its puzzling subgames. The game itself is a golden oldie, now available on compilations, which casts the player as the explorer of the three labyrinthine levels of an Egyptian tomb populated with energy-sapping ghosts and spiders. Treasures and aid are available by entering alcoves (the tomb is displayed in 3D perspective) and activating puzzles each consisting of an array of flippable blocks which bear varying hieroglyphics on one side and a common one on the other.

By selecting a tile on an outer rim, a whole line of blocks can be made to flip over to show their other face; by strategic spinning, the player must get all the blocks to show the same glyph. *Scarabaeus* also has a minimal maze-solving element to add to the puzzleability, but these features aren't as prominent as the unrivalled presentation of the action which creates a superb atmosphere for the game. This, and the fantastic soundtrack and effects are reflected in our overall rating.
OVERALL 91%



▲ The PM in *Split Personalities*



▲ Getting the spark to the bombs in *Confuzion* only *looks* like a simple matter of block-flipping

With its roots somewhere in the ancient arcade railway-shuffling game *Guttang Guttong*, *Confuzion* made the Sizzler grade back in August, 1985. Again, gameplay is in a sliding square puzzle format, each square holding sections of 'fuse' which conduct a spark around the block. The squares must be manoeuvred into such a position that the fuses connect the spark with bombs outside the block, destroying them before a time limit runs out. To add to the player's worries, water droplets randomly patrol the squares, dousing the spark if he fails to conduct it elsewhere.

Again, it's the familiar blend of simplicity and frantic action which makes *Confuzion* such a winner. The game is played at such break-neck speed that there is precious little time for pondering strategies, so success depends on play being almost intuitive. Not the easiest of games to find these days, but a hunt through the bargain bins may reap great rewards.
OVERALL 92%

After a successful first release on the Domark label, *Split Personalities* is now making its presence felt on Elite's *Hit Pack Volume One*. Yet another variation on the sliding puzzle game, *Split Personalities* attracted attention to itself by making the object of each level the unshuffling of a picture of one of a list of celebrities which includes Margaret Thatcher, Ronald Reagan, Clive Sinclair and Marilyn Monroe. The game boasts a few other novelties, such as doors which whip tiles away, bombs which have to be pushed off screen before they explode, and a host of other objects which are brought together for bonus points.

The gameplay is cluttered by all the extra bells and whistles tacked onto it, and so loses a little of the simplicity which made some of the other puzzle games so successful. Still, *Split Personalities* does have the same fast and furious gameplay, and its novel content makes it a game well worth getting hold of.
OVERALL 86%

▼ Light entertainment? A good concept and interesting gameplay make *Deflektor* fun for a while



The plot of *Deflektor* has the player debugging a computer which uses laser beams rather than wires to transmit information. Each screen has a laser generator and a receiver which have to be connected by deflecting the laser around obstacles which absorb light and cause the generator to overheat. Rotatable mirrors are scattered about the screen and the player uses these to bounce the beam onto destructible spheres. When all the spheres are destroyed, the receiver's optical sensor is unblocked and the screen can be completed. Further on into the game, bugs appear which sit on the mirrors and twist them to completely the wrong angle.

This is a very well presented game with a strikingly good concept behind it – the more leisurely pace leaves greater room for collected thought than some of the other games we've looked at. However, even though there are many different screens, after a while the action becomes frustrating because instead of the mirrors moving totally smoothly, they jump several degrees at a time, causing the beam to miss an object which looks within reach. For the most part, the game insists on the player finding the single route through the screen, and the resultant loss of flexibility is sorely missed.
OVERALL 77%

So, if you are considering writing a world-beating puzzle game, your watch-words should be 'simplicity' and 'freneticism'. The standard of the genre is a very high one, mainly due to these two elements, though considering Soko-Ban*'s result, the former quality seems the more important of the two. It's noticeable also that the sliding tile variants have done best in our comparison, perhaps because they improve on their already successful plastic counterparts. Again, simplicity is the key!*

In a couple of months we'll be looking at another 64 genre – in the meantime, if you feel violently at odds with any of this month's Def Guide ratings, games selected or Chart positions, Lloyd Mangram will be happy to listen to (and maybe publish) your views . . .

DEF TOP 5

1 ZENJI
Activision

2 SOKO-BAN
Spectrum Holobyte/Mirrorsoft

3 TETRIS
Mirrorsoft

4 CONFUZION
Incentive

5 SCARABAEUS
Ariolasoft

ZZAP! 64

CYBERNERDS



ZZAP! CHALLENGE

Last month's defeat by that disgusting, smelly pile of lard, Gordon Houghton, forced me to drown my sorrows in a vat of Big Dom. Over the ensuing month, this has raised my spirits sufficiently to invite a more worthy challenger into the ZZAP! arena to do battle with that giblet-like excuse for a human being, Paul 'why aye, man' Glancey.

I've been seriously disturbed of late that the quality of entries for my tournaments has been limited to more recent games almost without exception. All programs **past and present are open to my Challenge – so if you've got any high scores for any game you think worthy to be pitted against the utterly miserable and inadequate ZZAP! crew, send them in! Victory will be all the sweeter . . .**

This month's candidate for Glancey-bashing is Mike Gordon Thomas, who claims he is no relation to the porcine editor, as his slender frame and designer T-shirt reveal. He hails from Caerphilly in South Wales and is currently studying what you humans refer to as A-levels – in Art, History and Geology. He numbers amongst his favourite games Impossible Mission II, Alien Syndrome, **and the 30 adventures which he has completed. However, his chosen game is *Cybernoid*, and since he is instructed in all forms of 64 gaming, I have high hopes that he will utterly crush his worm-like opponent . . .**



Cool, calm and collected: Mike "Gordon" Thomas prepares to battle with *Cybernoid*

The morning of the Challenge sees Mike arriving early, a fact which visibly upsets the whingeing Glancey, who claims to have had 'very little practice' at the game. Giving him a strong and swift cuff around his jug-like ears, I dismiss his plaintive cries with a laugh and a snort of Flash – so much more enlightening than the liquid, I find.

As usual, Glancey is a quivering wreck, his skin crawling in fear and his bones rattling in terrified anticipation – as he sits down at the monitor, I can almost see the vultures circling over his head . . . My champion – er, Challenger – in the meantime is cool, calm and collected, knocking off high scores in practice with arrogant ease.

At the last minute, and as the tournament is about to start, the odious and odorous canny lad, now as firm and confident as a discarded snake skin, calls a ploy to unsettle his opponent: more at ease with the keyboard, he continues to practise with keys. This visibly fails to unsettle Mike and only has the effect of making the already jelly-like Geordie quiver even more.

After a couple more bottles of vintage Harpic ('78 for you bleachiculture buffs) and with my vision already deteriorating, I call an end to the delaying tactics and pass an electric shock through Glancey's tender regions to stimulate him into action. Wobbling



▲ **The odious Glancey's happy-go-lucky Stan Laurel smile is about to be wiped off by my glorious challenger . . .**

Houghton and a friend borrowed from CRASH force their ample bulks behind the two opponents and settle down to take scores.

I belch to signify the beginning of the Challenge: Glancey refuses to stir for a good ten seconds whilst his opponent settles into his first thousand. At this juncture I decide on the best of three rounds of ten minutes each, the highest score being deemed the winner. In order to test the players' skills more than a mere head-to-head, I have organised a cunning cheat mode of infinite lives which will test the skill of point acquisition over mere luck.

By the end of the second minute, Mike is already showing a significant lead over the human answer to the stick insect – his 5,650 points easily overshadow the Thin One's paltry 4,460. The congenital Twiglet has already lost a life whilst his adversary mechanically blasts all alien formations and installations before him. Showing a dextrous combination of joystick and keyboard he ploughs through everything that the game throws at him. Feeling a warm glow run through my circuits, I take a long, cool cocktail of Vortex and Toilet Duck thoughtfully provided by one of the lesser ZZAP! minions – surely my avenger is on the way to victory?

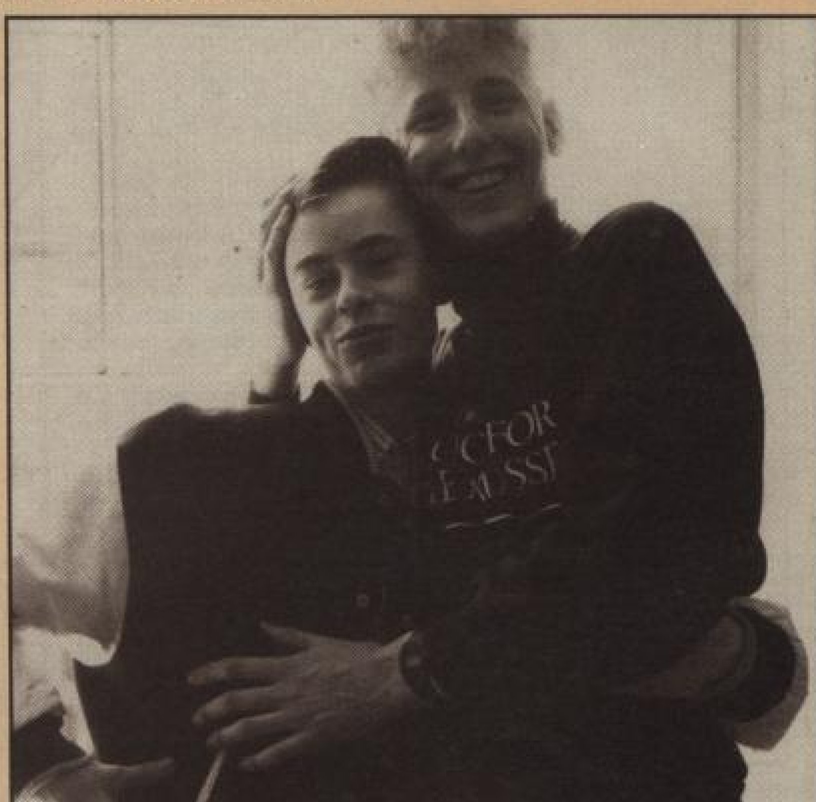
After six minutes he's even further ahead: 19,000 thoroughly shames the ZZAP! chump's 15,800, and his supporters are growing vaguely restless. Not one to stand discontent or opposition easily, I unleash a series of advanced subliminal cranial torture waves and slowly, individually, persuade the team to my point of view.

Victory in the first round is an inevitability, as my champion sweeps to 32,850 points and a satisfied rest period; wasted Glancey's pathetic total is a measly and abysmal 28,675 – poor, even for him. He complains about suffering seven deaths during the first level, but I dismiss his cries with the contempt they deserve and laugh straight and loud into his near-tearful face. The smells of chlorine and 3-in-1 mingle and have an obvious disorienting effect on the Skinny Excuse – he staggers back temporarily and sits down, whimpering, into his chair.

Victory was all I expected, and I have complete confidence that my minion can perform the same feat once more with equal ease. So keen is ZZAP!'s little mistake to get it over with, he insists on starting the second round almost immediately. Consulting my champion, I agree and settle down once again to a snort and a swig, waves of pleasure sweeping over me.

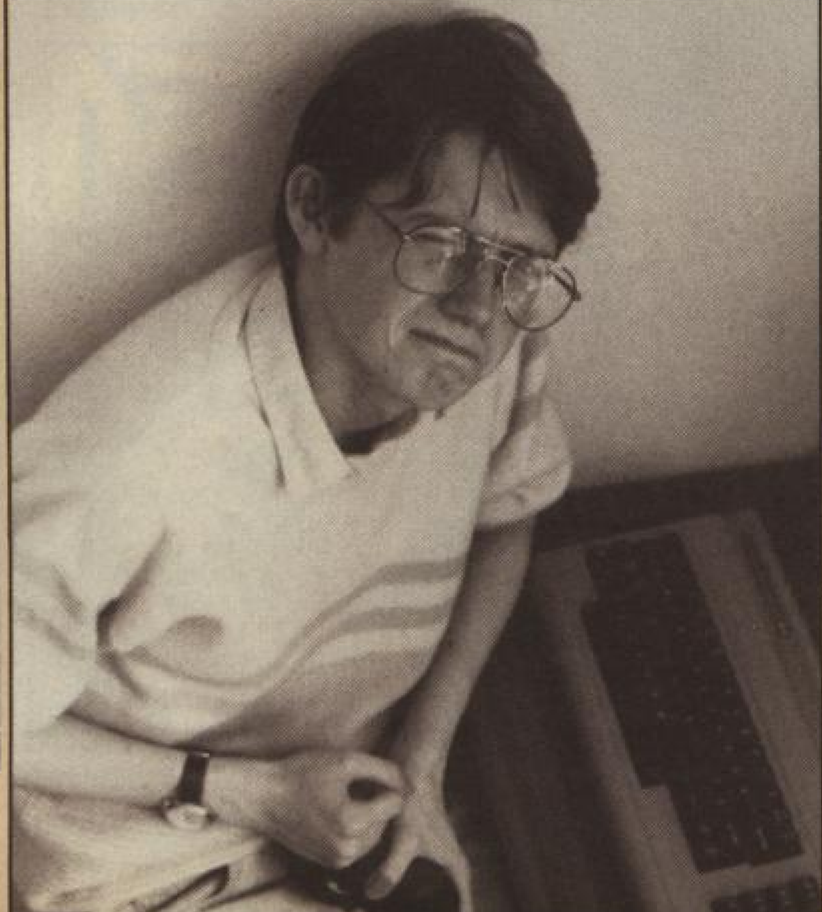
Game Two follows much the same pattern of derision and heckling at the expense of the odious snippet of humanity, and awe at the speed and precision with which my Challenger dismantles all obstacles in his way. At five minutes it is 17,425 to 12,100; at eight it is 26,675 to 19,150. Glancey loses life after life, his prominent ears growing redder as his face whitens with increasing fear. Nothing stirs his opponent whom the jealous and disgruntled ZZAP! team consider to be a robotic plant designed to achieve revenge for last month's humiliation. Such delusions afflict the minds of inferior beings.

By the tenth minute, the Challenger's supremacy is self-evident: at 37,325, and with only seven lives lost during both rounds he towers over his adversary by almost 10,000 points, the bumbling Geordie's final total reaching a measly 27,650. At this point something strange stirred in my circuits – maybe it was the combination of favourite bleaches and the general dizziness of victory, but I actually felt slight pity. In fact, pity is exactly the wrong word, since actually I wanted to see the skinny weed crushed into a hole from which he



▲ **Happy and gay, the bosom buddies celebrate my magnificent victory**

▼ **Would you feel sorry for such a pathetic and scrawny creature as this?**





◄ There is only one punishment which the skinny scrawn-bag deserves . . .

could never crawl without severe embarrassment . . .

The result of my musings was to allow both players to continue until they completed the game, and see the scores each gained at the end of that period. Expecting total and utter shame and confusion to be witnessed upon the Weak One, I settled back in comfort, dreaming of my balmy days in the Crazed Schizophrenics wing of the Ursa Minor Psychiatric Hospital. Only a seismic shift of weight by the enormous Houghton brought me back to the present and its victorious gloating.

Shocks confronted me, as my Challenger was killed five times on a single screen – he admitted he hadn't had much practice in this area of the game, an item which he had singularly failed to note in his personal application for an audience with me. Glancey, meanwhile, was growing in stature with every second, cruising through previously unexplored regions with the facility of a retarded sloth sinking in a vat of syrup. Something had to be done.

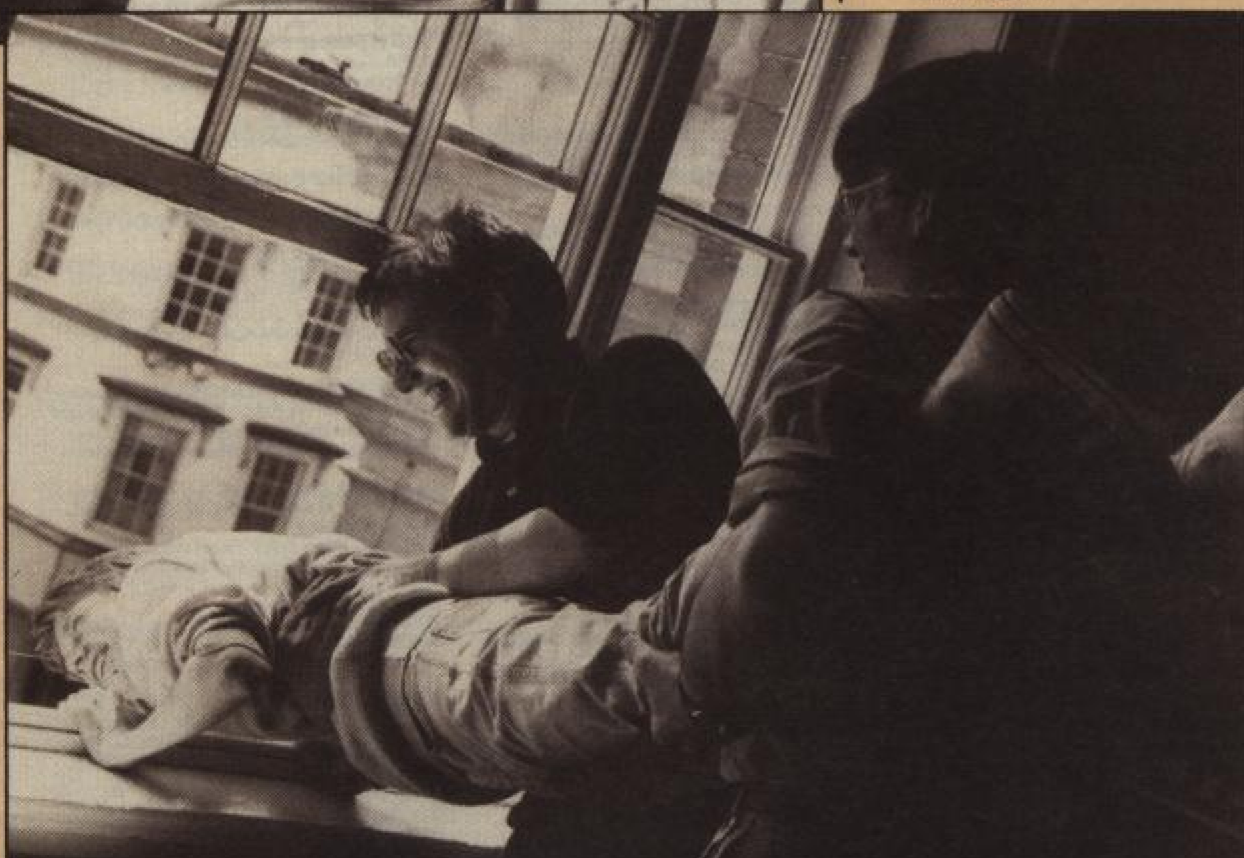
I called upon some hecklers from CRASH to assist my cause, the effect being immediate. Glancey suffered similar humiliating deaths very quickly, his weak nerves crumbling laughingly under the strain. Mike finished within six minutes, reaching a total score of 63,820; Glancey, meanwhile, was hopelessly stuck somewhere in the middle of Level Three.

Small and strange scents of danger were sensed from my Challenger as the feeble and humble reviewer proceeded to amass first 50,000 then 60,000, with only a few more screens to go. Sweat trickled from his brow, a look of fervent panic in his eyes. Would Glancey catch up and defeat all my dreams with a dishonourable draw?

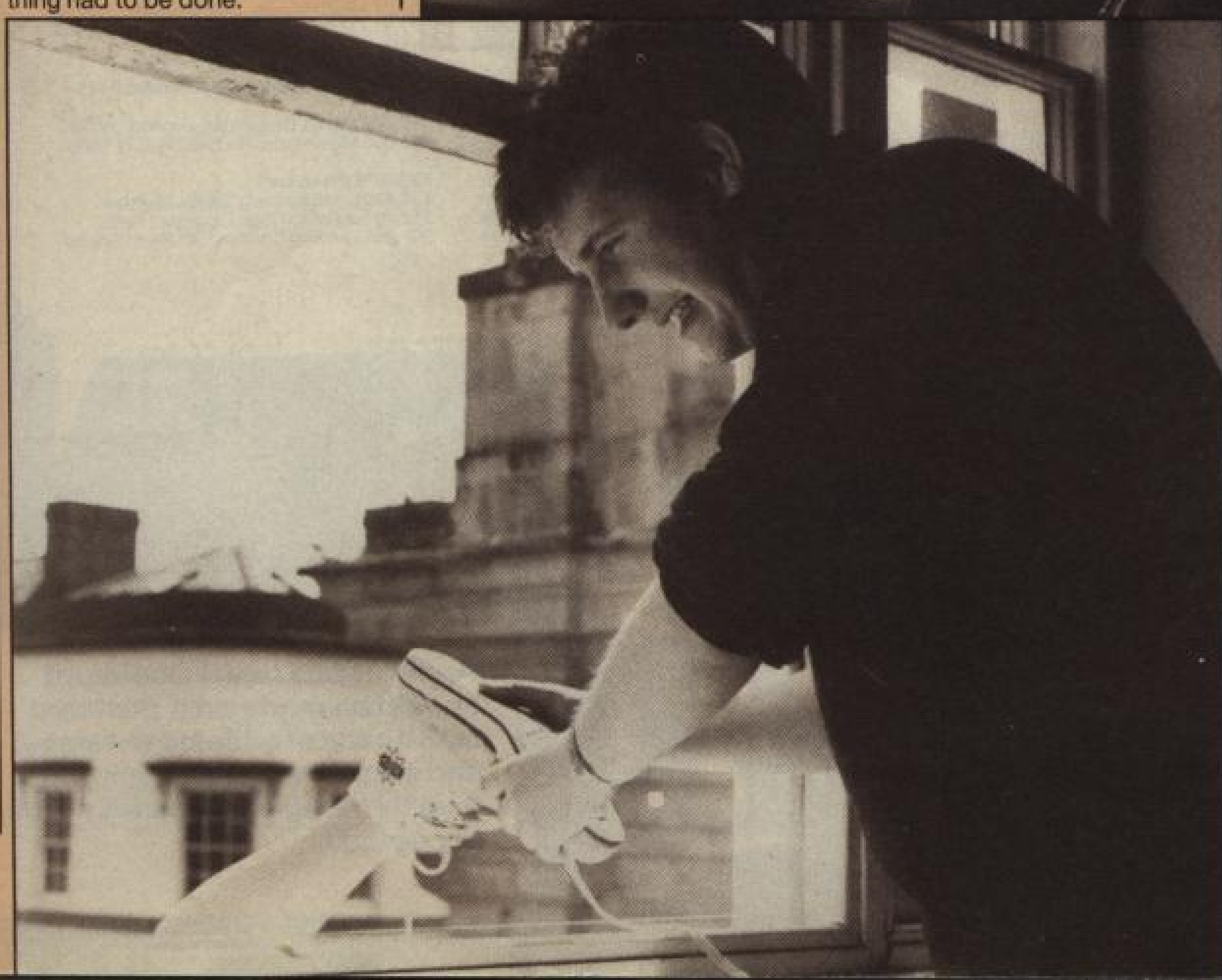
I should have known better than to be concerned – the idiotic prat reached the end of the level and the game with only 63,555; a good 265 short of his opponent. It was close, but not that close . . .

I celebrated my victory with many a flagon of Big Dom and many another chlorinated delight – my champion politely refused my offers of sharing a drink of the old vintages, the only fault I found with him. The rewards for the skinny entrail amounted to defenestration and a visit to the local hospital – such is the price of losing to the Scorelord's Challenger!

Next month it's the turn of the bungling blubber-boy once more. He alone stands undefeated amongst the ZZAP! team; but I intend to scour the land for a humble servant, one good enough to wipe the smile from that walking pork mountain's face. Until next month, I bid you fare well as I celebrate my victory!



▲ . . . his whole life flashes before him . . .



◄ . . . but not for long

THE SCORELORD'S HIGH SCORING HEROES

720° (US Gold)
386,850 Gary Woodhouse, Barrow-in-Furness, Cumbria
346,700 Christian Taylor, Waterthorpe, Sheffield
291,600 Tony Summers, Wokingham, Berks

ARKANOID II – REVENGE OF DOH (Imagine)
141,790 Petre Sebastien, Bons en Chablais, France
129,060 Bryan Gibson, Lochvale, Dumfries
71,130 Joy Bryant, Newcastle upon Tyne.

BEAT IT (Mastertronic)
778,535 Stuart Scattergood, Deeside, Clwyd
634,425 Dean James, W Bromwich, W Mids
446,095 Anthony Byng, Bromsgrove, Worcs

BANGKOK KNIGHTS (System 3)
69,247 Faisal Hamid, Perth, Scotland
57,300 Steven Packer, Chelmsford, Essex
41,600 Gregory Jolley, Edmonton, London

BARBARIAN (Palace Software)
298,600 Mark Woodison, Feltham, Middx
285,400 Robert Pascoe, Truro, Cornwall
283,600 Grant Mundy, Stony Stratford, Milton Keynes

BATTLE VALLEY (Rack-It)
802,300 A J Beamish, St Austell, Cornwall
739,300 Karim Bouali, Tooting, London
600,250 Martin Lear, Huddersfield, W Yorks

BUBBLE BOBBLE (Firebird)
5,952,430 Jake E, W Bromwich, W Mids
5,909,500 Jonothan Russell, Wokingham, Berks
5,634,090 Neil & Kenny, Craigentinny, Edinburgh

BUGGY BOY (Elite)
121,400 Jake E, W Bromwich, W Mids
120,340 Jonathan Peasnell, Parklands, Northampton
119,510 Jake E, West Bromwich, W Mids

COMBAT SCHOOL
302,060 Paul Inman, Yardley, Birmingham
290,630 Paul Rice, Yardley, Birmingham
270,740 John Madders, Coventry

COSMIC CAUSEWAY (Gremlin Graphics)
887,460 Gavan Flower, Werribee, Australia
550,673 Ian Kay, Enfield, Middx
499,891 Steve Lee, Guildford, Surrey

DRILLER (Incentive)
1,843,330 Kudly Bix, York
668,580 Steve Pratt, Leighton Buzzard, Beds
310,750 Steve Lee, Guildford, Surrey

GAME OVER (Imagine)
160,050 Rich Davis, West Bromwich, W Midlands
103,650 Nicholas Gielen, Brussels, Belgium
99,400 Mike Thomas, Caerphilly, Wales

GAUNTLET II (US Gold)
Thor
12,761,453 Ged Keaveney, Huddersfield, W Yorks
5,202,000 Martin Lear, Huddersfield, W Yorks
5,001,763 Big John, COP, Newcastle upon Tyne

Merlin
24,863,449 Ged Keaveney, Huddersfield, W Yorks
7,625,822 Martin Lear, Huddersfield, W Yorks
948,970 John Glynn, Newcastle, Staffs

Thyra
11,296,318 Ged Keaveney, Huddersfield, W Yorks
3,343,222 P Hedley & J Lister, Newcastle upon Tyne
2,001,223 Martin Lear, Huddersfield, W Yorks

Questor
9,817,642 Ged Keaveney, Huddersfield, W Yorks
4,621,442 Martin Lear, Huddersfield, W Yorks
3,601,448 Small Paul, COP, Newcastle upon Tyne

GRYZOR (Ocean)
769,100 Neil Robinson, Leeds, W Yorks
745,700 Lee Ellershaw, Blackpool, Lancs
269,605 Patrick Finch, Penwortham, Preston

GUNSHIP (Microprose)
302,390 Paul Griffiths, Llandudno, N Wales
279,985 David Mothersole, Bishops Stortford, Herts
278,785 Richard Mellor, Bridgewater, Somerset

HUNTER'S MOON (Thalamus)
618,450 Lee Laurenson, Lerwick, Shetland
472,150 Zsuzui Bettison, Sutton-in-Ashfield, Notts
227,375 Matthew Upton, Elmley Castle, Worcs.

I, BALL (Firebird)
104,040 Marc Johnson, Broughton, Chester
98,440 Gavin Burnett, Westhill, Inverness
60,249 Edward Marshall, Haxby, York

IKARI WARRIORS (Elite)
331,000 L Woodhams, Redditch, Worcs
301,900 Philip Cheshire, Rotherham, S Yorks
301,000 Ray Passelle, Yatton, Bristol

IMPOSSIBLE MISSION II (US Gold)
104,000 Lee Smith, Southampton, Hampshire
73,400 Dan Blewitt, Lowton, Warrington
71,200 Andrew Dean, South Harrow, Middx

INTERNATIONAL KARATE+ (System 3)
473,100 Terry Boudram, Colindale, London
441,000 Stephen Cargill, Upminster, Essex
332,000 Wayne Chapman, Stoke Ferry, Norfolk

IO (Rainbird)
278,430 Kevin Holland, Halesworth, Suffolk
216,350 Marc Francois, Manor Park, London
191,470 Paul Roper, Medway & Maidstone

MEGA APOCALYPSE (Martech)
187,620 Peter Clarke, Hartlepool, Cleveland
180,620 Julian Brown, Chelmsford, Essex
173,540 J Constable, Wymington, Northants

METROCROSS (US Gold)
1,225,550 Stephen Orman, Astley, Tyldesley
1,119,100 Matthew Raymond, Para Hills, Australia
1,117,900 Jan Farmer, London SW16

MORPHEUS (Rainbird)
1,321,485 Richard Pembridge, Wirral, Merseyside
628,463 Per Hoffmann, Vordingborg, Denmark
427,706 K Daniels, Northolt, Middx

NEBULUS (Hewson)
133,815 Michael Garnett, Hatfield, Herts
121,595 Jonathan Lawn, Windermere, Cumbria
111,870 Matthew Moriarty, Hurst Green, E Sussex

OUT RUN (US Gold)
66,728,403 Martin Lear, Huddersfield, W Yorks
66,721,401 Duncan Pake, Guildford, Surrey
62,694,100 Dominic Limby, Wewlyn, Herts

PAC-LAND (Quicksilva)
614,990 Jake E, West Bromwich, West Mids
230,410 Alan Chung, Tavistock, Devon 67,470 Phil Halliwell, Shotton Colliery, Co. Durham

PLATOON (Ocean)
1,004,600 Michael Aubert, Exeter, Devon
997,000 Adi Drumble, Peckham, London
837,400 R McGough, Staines, Middx

PROHIBITION (Infogrames)
$22,155 Sebastian Stephen, Victoria, Australia
$18,280 Richard Pargeter, Coventry, W Mids
$8,370 Andy Gaskell, Bootle, Merseyside

QUEDEX (Thalamus)
999 Steve Pratt, Leighton Buzzard, Beds
949 Martin Huisent, Numansdorf, Holland
935 Jon Cook, York, N Yorks

RE-BOUNDER (Gremlin Graphics)
11,250,073 Craig Knight, Keyworth, Notts
2,470,584 Marc Hodge, Selby, N Yorks
1,853,213 Haythem Al-Kishtaini, Wollaton, Nottingham

RENEGADE (Imagine)
280,200 Simon Jones, Shoreham by the Sea, W Sussex
206,055 David Pocock, South Croydon, Surrey
198,780 Dean James, W Bromwich, W Mids

ROAD RUNNER (US Gold)
766,580 Glenn Black, Gainsborough, Lincs
576,690 Nigel Bird, Tettenhall, Wolverhampton
323,820 Haythem Al-Kishtaini, Wollaton, Nottingham

SKATE ROCK SIMULATOR (Mastertronic)
326,380 Brian Hambley, Prescot, Merseyside
288,430 Justin Cole, Huddersfield, W Yorks
239,020 Sean Walker, Melbourne, Australia

SLAMBALL (Americana)
11,078,440, G Leslie, Berwick upon Tweed, Northumberland
9,873,850 Dean Betts, Edenbridge, Kent
9,162,570 Gavin Burnett, Westhill, Inverness

SLAP FIGHT (Imagine)
800,950 Shawn Sutton, Southampton, Hants
586,000 Matthew Viveash, Chinnor, Oxon
477,900 Nick Pavitt, Flushing, Cornwall

SPORE (Mastertronic)
955,460 Terry Redfern, Buxton, Derbys
947,875 Matthew Cundy, Tavistock, Devon
940,300 Neil White, Craigentinny, Edinburgh

STAR PAWS (Software Projects)
641,592 K Daniels, Northolt, Middx
624,567 G Woodhouse, Barrow-in-Furness, Cumbria
587,683 Edward Yu, Raynes Park, London

SUPER SPRINT (Electric Dreams)
962,300 Eric Watson, Berwick-on-Tweed, Northumberland
340,900 Daniel Carroll, New Malden, Surrey
271,500 Matthew Sears, Worcs

TARGET RENEGADE (Imagine)
282,900 Marcos Moret, Whetstone, London
253,976 Patrick Finch, Penwortham, Preston
215,100 Simon Jones, Shoreham, W Sussex

TETRIS (Mirrorsoft)
34,470 Stuart Scattergood, Deeside, Clwyd
28,820 Michael Reineke, Lüdinghausen, W Germany
12,025 Kati Hamza, Crash Towers, Ludlow

THING BOUNCES BACK (Gremlin Graphics)
3,769,925 Alan Wescombe, Swindon, Wilts
2,053,532 William Callaghan, Tipton, W Mids
1,877,555 Casey Gallacher, Swallowfield

THUNDERCATS (Elite)
286,850 Paul Inman, Yardley, Birmingham
131,250 Jonathan Richards, Nuneaton, Warks
Nicolas Gielen, Brusseles, Belgium

TOY BIZARRE (Activision)
545,850 Bjorn Halen, Paipis, Finland
329,550 Anil Khedun, Tottenham, London
275,720 Michael Sharpe, Peterborough, Cambs

URIDIUM + (Hewson)
575,005 Tim Goldee, No Fixed Abode
478,025 Neville Lewis, Port Talbot, S Wales
244,505 Michael Lykke, Viborg, Denmark

VIDEO MEANIES (Mastertronic)
362,103 Abid Hussain, Longsight, Manchester
250,541 Stuart Scattergood, Clwyd, N Wales
250,381 Michael Palmer, Maidstone, Kent

VOIDRUNNER (Mastertronic)
6,492,260 Richard Hawkins, Woking, Surrey
6,253,825 Grant Bannister, Luton, Beds
5,997,326 D Rice, Southgate, London

WONDER BOY (Activision)
852,210 Robert Crisafio, Queens Park, W Australia
467,540 P Sampson, Victoria, Australia
403,930 Steven Catania, Springvale, Australia

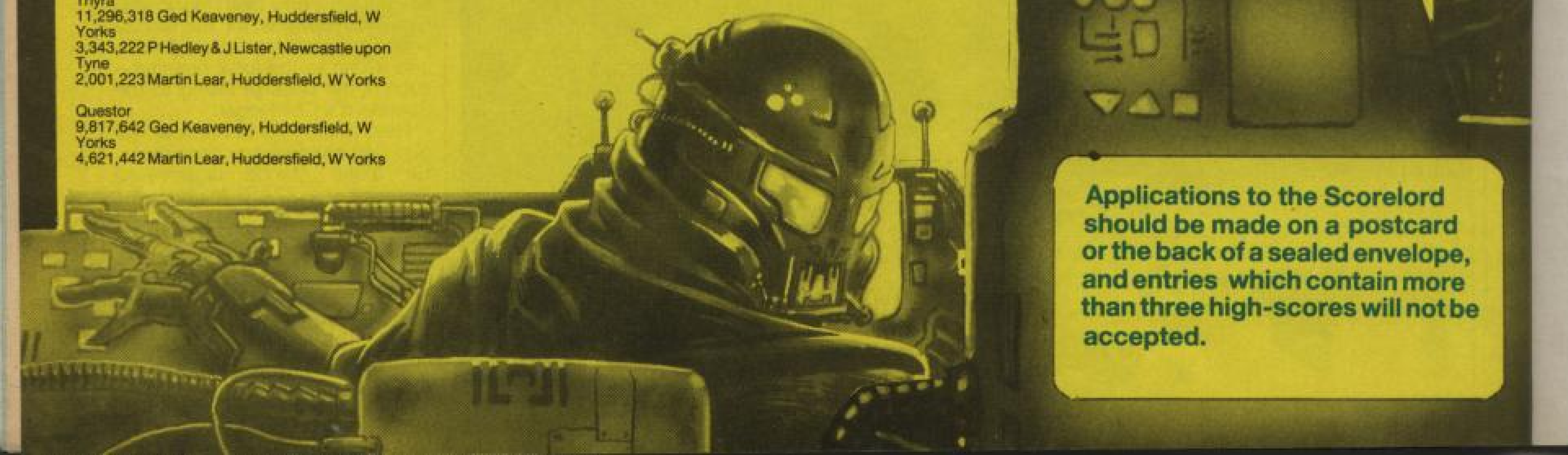
XEVIOUS (US Gold)
1,328,540 Colin Greenaway, Ballysillan Rd, Belfast
824,380 Fintan Brady, Virginia, Ireland
412,940 Matthew Ward, Bromley, Kent

ZENJI (Firebird)
33,150 Owen Gorman, Cas Hebbyney, Co Monaghan
29,805 Julian Rignall, ZZAP! Towers
26,820 Michael Reineke, Lüdinghausen, W Germany

ZOLYX (Firebird)
605,681 Edward Yu, Raynes Park, London
524,318 Rob Housley, Thamesmead, London
377,413 M Blaser, Cheadle, Cheshire

ZYBEX (Zeppelin)
445,150 Ged Keaveney, Huddersfield, W Yorks
397,950 Marios Stylianides, London, SW16
195,000 Martin Lear, Huddersfield, W Yorks

ZYNAPS (Hewson)
216,440 Erik Sandberg, Gävle, Sweden
212,400 Jonathon Day, Gosport, Hants
209,375 Eamonn Scanlon, CO Kerry, Ireland



Applications to the Scorelord should be made on a postcard or the back of a sealed envelope, and entries which contain more than three high-scores will not be accepted.

WALKER'S WAY

By Martin Walker

Month five: And in that dark place a silence grew; a silence that threatened to engulf all in its encompassing reaches. It hung in palpable folds about the fabric of the forgotten corridors, its dusty films smothering the former majestic glory. Indeed, it was no longer a place for wonder. Now only caution prevailed; for only caution could be advisable in a disused city that held untold secrets and horrors.

Each defence had been cunningly contrived, and no outward sign of danger was apparent, even on close inspection. There was one consolation only to be savoured – for even as the traps could close their grinning jaws on the unwary, so also they held no loyalty to their designers, and could be turned against them.

Friday 13th May

So reads the start of the storyboard for *Citadel* – yes, the new game has finally got a name and will enjoy a return this month to assembler territory. In the meantime the music demo disk must be finished, duplicated and dispatched to interested parties!

A clove of garlic hangs from my monitor today, to ward off evil spirits. I shouldn't worry really, as 13 is supposed to be Walker's lucky number. Anyway, the primeval thoughts seem to have a positive result, as a new voice enters the music library – ethnic pan pipes. And no, I've not sampled them either! They fit perfectly into the start of piece three for the demo disk, which sounds dark and mysterious.

Saturday 14th May

One channel of the SID chip went totally silent today, which caused a panic I can tell you! At first I thought the chip itself had gone faulty (Oh, calamity!) but on scanning the *Programmers Reference Guide* it turned out that I was a victim of the dreaded noise lockup. If the noise waveform is set and another waveform is switched on then noise may disappear altogether. The cure is to set and reset the Test bit of the relevant channel – the editor had now been modified accordingly. Quite a relief when everything chimed in again, but I suppose it is surprising that it hasn't happened before now.

After that bad start, things picked up when a new technique was found to produce large four note chords on one channel. Crossing my fingers, the next step was an obvious one – use it on all three channels! Suffice it to say that 12 note chords are now possible. Anyone who wants vast multi-layered soundtracks please bear me in mind – I'll be opening for business in about a week's time (mind you, by the time you read this I could be retired to Hawaii on the profits or living in a tent in Scotland to hide from the bailiffs – who knows?)

Sunday 15th May

That screaming rock guitar has crept in again. Mind you, with a thundering bass line, drums and four note backing chords it sounds just right. Belinda caught me today playing an air guitar under headphones: head nodding, tortured expression on face, wringing imaginary notes from a nonexistent axe in total silence. Great fun – and it gets me in the mood for more music making!

Monday 16th May

A day of tidying up. Several things needed sorting out with the player, like adding a control to quickly clear any section of sequence or track memory and resetting step pointers to return the operator to the beginning of the section (when I've allowed 128 steps in a sequence it can take a long time to get back to step one by hand!)

The tempo controls needed to be simplified – the byte values actually used don't really mean much, so the editor now uses a table of these peculiar numbers, which then allows tempo values from one to eight to be shown on the editor screen. These are much easier to understand – I've never been able to understand how anyone can work well when they constantly have to perform mental manipulations to understand what they are seeing and doing. An editor should be designed to act as a buffer between the actual data and the designer, so one can concentrate on the creative side – after all, if 20% of your brain is juggling with numbers, that's 20% not being used effectively!



Tuesday 17th May

Back to the *Armalite* sound effects for some revisions. I've been told that there definitely won't be any more changes after this (!?), but as I enjoy the days at Exeter, and have been partly using this first SFX project as a means of honing my editor and adding features in the field, I don't really mind. One thing it has shown very clearly is that the only effective way to add sound effects to a game is to have a playable version to work from. Only by playing the game and hearing everything *in situ* can the effects be balanced and the 'feel' refined.

The most important sound of all in any shoot 'em up is that of the player's main weapon, since you're likely to hear this almost non-stop during the game. There are a few games in my collection that have the monitor volume turned down during play, simply because this sound, although good by itself, gives you a headache when you trigger it eight times a second! The new one for *Armalite* has a kick like a machine gun, but is well enough down in the mix not to overpower everything else, and when you stop firing it leaves the whine of a ricochet to add atmosphere.

Wednesday 18th May

The sounds for *Armalite* are complete and installed! Everyone was well pleased with the remix and new main weapons – it just shows how important the final mix can be. We played a subtly 'tweaked' version of the game that lets you begin with a fully-equipped armoury on board. Much devastation followed! The final version of the super-weapon sounds really give you the feeling of power, as a five beam laser cuts a swathe through an entire wave of aliens with one searing blast! We celebrated by cracking open a new bottle of Nescafe, and I returned at midnight tired but exhilarated – my first freelance SFX project has satisfied customers!

Thursday 19th May

Paul Cooper is arriving this afternoon to hear the new music demos. Apparently, word has already spread from Exeter yesterday about them (thanks guys!), so this morning I really must put together all the relevant files on one disk, and design a screen display and menu system, so that he can have a 'take-away'.

There's nothing worse than someone giving you a demo that needs a programmer to run it. I've received demos that require you to load two separate files by hand, and then type a SYS call before a single note can be heard. Most software houses won't have time to persevere further than the first piece in that format. First impressions are so important – just like reviews of a game in fact!

Paul finally arrived at 8pm. He really enjoyed the music – mind you, being able to play it back through a large speaker system does aid the presentation! I think I may have my first customer for game music shortly.

Monday 23rd May

Time to get started with the duplication of the demo disks. About a dozen have now gone out to different places, and now the only thing to do is to wait for feedback. Back to the game!

During the lulls in musical inspiration the sprite editor has appeared on the screen several times, and now various new 'creations' have emerged, along with more of the gameplay elements. From the original city style and design to the present storyboard has been two and half months (not including all the time off to write the music player). I've been asked to prepare a proper storyboard for this project to explain everything that happens in the gameplay. As I'm used to letting the fine details evolve naturally, this requires some careful thought. The emphasis is on exploration and surprise, since a single 'step' may trigger a trap as easily as reveal a needed weapon or device.

Tuesday 24th May

Just how many levels to include in a game is sometimes a more tricky decision than you might imagine. The careful design for my cities will allow me to store the graphics in a far more compacted fashion, allowing much more depth and variety for each level, but it has been decided to design 32 levels or less, which will allow many more features to be added to each, to provide greater depth to each level.

I suspect that many people took quite a time before they realised just how much was really crammed into *Hunter's Moon – Citadel* will have a free-running demo showing random sample levels, just to show the many features in action. I certainly know how disappointing it can be in a game to experience the opposite side of the coin, and find that there isn't as much as you expected. After having *Mutants* for a few days I couldn't wait to finally complete the first 16 levels so that I could see what new features came next. After playing for six hours non-stop my goal was finally achieved only to find – the same 16 levels with more difficult settings! A rather miserable evening followed!

Thursday 26th May

Yesterday was spent at Ludlow, after a kind invitation by Julian for a mega game-playing session chez Rignall. We popped in to the ZZAP! offices around lunchtime to see Gordon and Paul in action and tempted all the workers out to the *Dog and Disk Drive* (they didn't take much persuading!) After a round of orange juices (honest – they serve freshly squeezed ones that are amazing!), a bite and a chat (we put the software industry to rights as usual), Jaz and I got our joysticks out for a big session (our case comes up on Monday next!). Do you realise that more of this diary appears in brackets than out of them? Perhaps my word processor should be modified to insert them automatically at the beginning and end of each sentence.

During the afternoon my peepers also got to view some of the many Compunet Demos that filter their way into the ZZAP! offices. There's one hell of a lot of talent out there, and I was suitably amazed. Some of the venetian blind raster effects on show were breathtaking, with imaginative character sets and effects, and suitably hacked music (I was glad to see that the composer was nearly always credited!). Incidentally, both Julian and Steve are also graphic artists (they showed me some of their impressive work), so look out for their names in some rather different situations in the future!

Friday 27th May

Today saw the scribble factor in action again, with a little session of algorithmic design to determine how the sprites will detect walls and other solid objects, to negotiate their way around the city. This simply entails looking at the next character in the current sprite direction to decide whether to force a stop or explode (the sprite!). As my character set has always borne this in mind, all the 'safe' characters like floors are at the beginning. If you've ever used *SEUCK* you'll know what I mean!

In the evening some time was spent starting a new and more aggressive musical piece. This has a bass line that growls! It seems that it will be possible to 'multitask' the music writing and game programming successfully – when the game is in need of further inspiration the writing of some music seems to rejuvenate the grey cells very nicely!

Monday 30th May

After a long diversion into different territory, today saw the first major advance into the Sprite Editor. Some time ago, you may remember, it was decided to redesign the main sprite. The definitive version is now complete – a mobile monitor (looking rather like a gold clad turbo-driven TV) which performs many different functions. Powered by floatation engines it can move freely around the cities, launch many varieties of weapons, probes and other devices, show information on its own screen, and even indicate the answers to certain questions by nodding or shaking its 'head'. All the animation for this is now complete, and I'm well pleased, since it will allow me to involve the player in much more interaction with the surroundings.

Tuesday 31st May

Several telephone calls during the last few days showing interest in the music demo also resulted in a few tweaks to its presentation today. Firstly, the current piece being played is now highlighted (people can forget which one they are listening to, you know!) and instead of stopping dead when you press RUN/STOP the music now fades gracefully away. Also, since seeing the Compunet demos last week some time was spent incorporating some rainbow scrolling effects for maximum visual impact. After only one day, the overall 'oomph' factor is greatly increased for version two of the demo disk, available on demand shortly!

Wednesday 1st June

Monday's sprites are now all set to be put into context in the game, with relevant animation. This proves fairly easy, but a bit more time is taken to think through animation routines for the 'aliens', since each will require different animation speeds and number of frames. There are four types of aliens so far – a couple of menacing metal insect species with waving antennae, and an unfolding 'eye' which throbs rather nicely. Each type will have its own character. Some will attempt to home in on the player whilst others will protect vital installations in the city (unfortunately they will also prove vital for the player!).

Thursday 2nd June

Today saw some much needed thought into ways of introducing more colour into the cities. If you saw the rough screen shots in last month's diary you will know the look I'm after, but with much more colour and variety. Colour scrolling on the 64 is always a problem, as the processor is so slow that a large proportion of available time can be used up simply moving the screen about. All sorts of tricks can be employed, but the answer for many people is the *Blue Peter* method. This involves preparing a second screen of information already suitably scrolled in the required direction, so that when the fine scroll limit is reached, you simply whip out the one you prepared earlier (remember all those programmers on TV?)

Friday 3rd June

Start of the big scroll routine, including colour. Yes, I've decided to go the whole hog and shift the lot! This will mean less processor time for other things, but won't produce any noticeable limitations as long as things are carefully done. Most of the work will have to be done on paper first, since the algorithm requires optimising for minimum time (this one will take more time than any other routine!)

After an exhausting day on paper, the evening brought a welcome return to musical piece four, and following a fruitful session resulting in a good intro, a bit more coding concluded the day. A complete reshuffle of the music editor memory map allowed me to save all of the music files (voices, notetables, sequences and tracks) in one large chunk, to avoid having four separate operations every time an addition or modification is made. Every simplified operation releases more brain cells to produce more fresh ideas! So, with a numb brain and throbbing ears, but a more varied outlook, I'll wish you adieu till next time.

THOROUGHLY MODERN MODEM

If you've ever thought that after a 72 hour *Hunter's Moon* stint there is no more entertainment to be had from your Commodore, you probably haven't heard of Compunet. If this is the case, read on . . .

Well, Compunet (CNET or the 'Net to its friends) is a computer communications system which links its 6,000 subscribers via their computer, a CNET modem and a telephone line. It allows them to share their own programs and views with all of the system's other users much more quickly and easily than they could using any postal service.

Compunet is best described as a sophisticated development of the Bulletin Board system, which first appeared in the USA in the early 70s. This early system (nicknamed 'the Breadboard') allowed micro users to call up a main computer and leave messages for other users to see when they entered the system. The idea caught on and reached the UK in about 1980 when numerous independent bulletin boards suddenly sprang up.

Although these early bulletin boards were free, they had their limitations – no real graphics capabilities, no method of charging a user when you sent him your software, two users couldn't interact with each other at the same time and telephone charges were expensive, simply because there was no national low call charge. British Telecom's BT Gold service *did* allow users to take advantage of local call rates, but charged between £2 and £6 an hour just for connection to the system. The other main competitor didn't even have the facility to leave messages, and only authorised users could put material on display – even then only if they had a special editing terminal and knowledge of complicated display control codes.

In 1984, Compunet made the breakthrough of offering all the usual viewdata facilities (teleshopping, bulletin boards, etc) and actually transforming the subscriber into the publisher. Its aim was entertainment *for* the users *by* the users, instead of being a one-way information service. Compunet also differed in its ability to handle the input of many users simultaneously and to use the graphics capabilities of each computer that was on-line.

VOX POP

Of course, since 1984, communications technology has come on in leaps and bounds, and other services have moved closer to the Compunet specification. However, with regard to interaction, Compunet still leaves the others standing. Users are positively encouraged to upload their own pages of news and views for the perusal of other subscribers. Consequently, when a new idea is uploaded and viewed, it can provoke such a large response from other 'Netters that soon a whole new section has been built from one contribution.

A very straightforward menu selector-bar system makes page selection extremely quick and simple. Creating frames is just as easy, with a full-screen editor allowing the user to arrange a page of information and embellish it with keyboard graphics, then contribute it by sending it down the telephone line to the Compunet mainframe. Large scale contributions like this either on a single subject or from a single contributor, can then be organised by CNET's 'Editor', Jane Firbank, into titled sections of their own, termed 'directories'.

Popular directories on Compunet are **BYTES** (a world review of micro news from the States), **HOTBED** (the home of some very entertaining magazines written by subscribers) and **ROCK** (another magazine, this time full of record reviews, concert reports and news from several contributors, some of whom are in the music business themselves). **PEOPLE** is a meeting place for a wide variety of interest groups from fish keeping to motor racing, **6510** supports a magazine which contains hardware and software news, reviews and previews for the '64 and Amiga, **UTILS** contains utilities to facilitate the most outlandish programming feats, **ARTAID** is a selection of music and screen art utilities and **DEMOS** is the place where creative programmers push their machines to the limits. As you can see from this tiny selection of the wide variety offered by the 'Net, there's plenty there to suit all tastes.

Next time you load up a game, check the title screen and you may find the name of someone

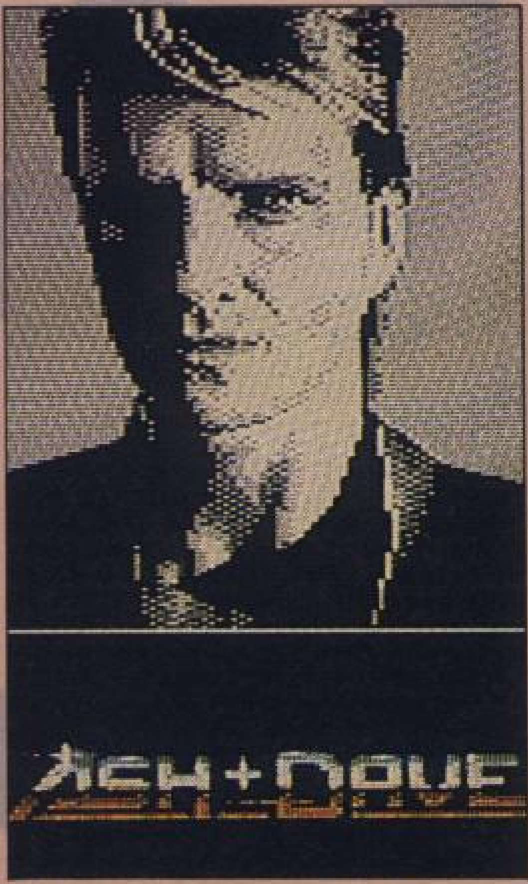


▲ Compunet's very own Jane Firbank and Jason Gold

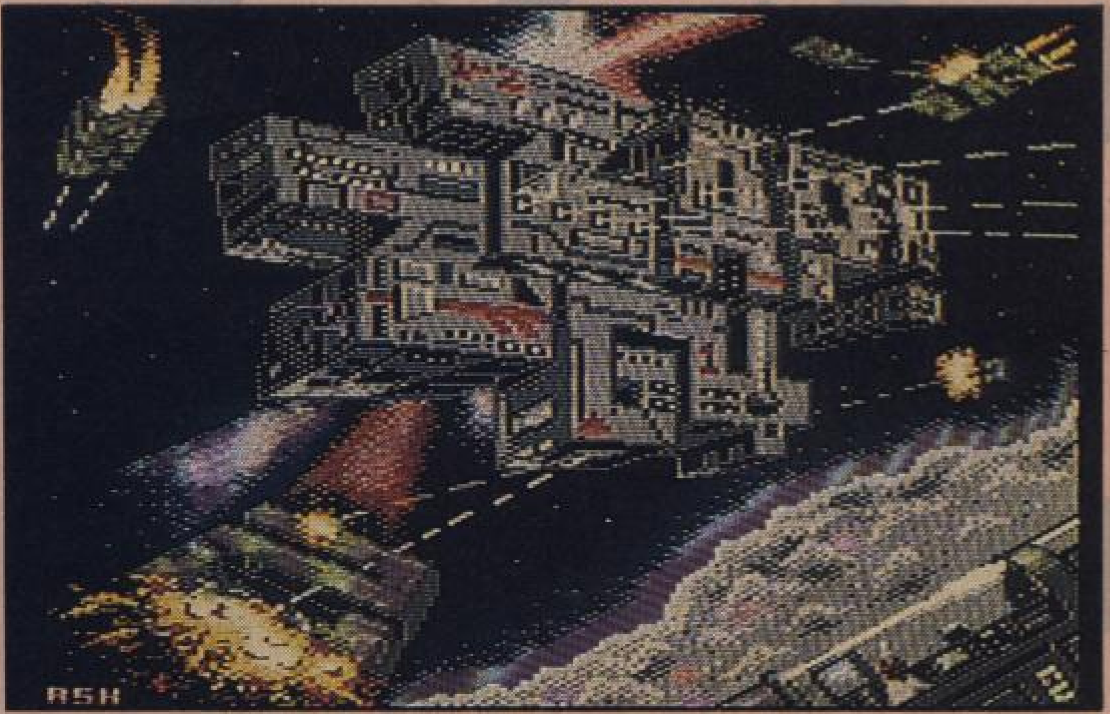
▼ Another DOKK drawing, this time a *Self Portrait*



who landed their first programming contract after uploading a demo, a graphic or a piece of music to the 'Net. Bob Stevenson and Doug Hare, who wowed just about everybody with *IO*, originally used their superb graphical and programming skills to produce some of the most stunning demos on CNET. If music is your forte, take inspiration from **Demon** who had the 'Net resounding to the funkiest of tunes a while back, and is now coding music for a number of games. Such is Compunet's power as a talent showcase.



▲ Ash & Dave get *Dream of the Blue Turtles* à la Stevenson spinning back to back with *Mac* by IG to come up with *Double Density*.



▲ *ZZAP! ZZAPing*, a marvellous re-working of the ZZAP! Issue 25 cover, by Ash

LIFE OF A DEMO

When a user selects a program or a page of information to download, he has to pay the author a price set by him at the time of upload. Pages of information and many other downloads are free, but some of the more useful software available incurs a minimal charge. This charge is then added on to the downloader's bill and taken from the author's.

Because of this charge and the fact that time on the 'Net costs money, there are a number of directories full of contributors who give details on, and even reviews of new uploads which allow the cost-conscious to go straight for the choicest material. 'Netters can also express their opinion on any contributions by voting, awarding the item points up to 10. The CNET mainframe computer then works out an average mark which can be viewed by the user before he downloads the item.

As well as giving an upload a price, its author also gives it a lifespan measured in days. This means that after a certain length of time the piece will be taken off-line, leaving the page free for new uploads. The amount of time for which a user can keep his upload on the 'Net is dependent upon his subscription type, which awards him 'page-days'. A page-day is defined as one kilobyte of information uploaded for one day; so, a 5K program uploaded and left up for five days uses 25 page-days.

MUGGING

A feature of practically every computer communications system is electronic mail, which allows a user to leave messages for any other user in a 'mailbox'. Compunet supports this, but also takes it a stage further with **PARTYLINE**. This turns your '64 into what is effectively a Citizen's Band computer, allowing the user to enter a 12 room 'house' and chat in real time to the other 'Netters inhabiting it. Up to eight people can be in a room at one time and numerous facilities are available to make gossips feel at home, such as a WHO command which displays who is in **PARTYLINE** with you and a CALL command to invite them round to your room. There's even a DICE command for fantasy boardgame players who can communicate their strategies through the system.

Role-players are further catered for by **FED**, which could almost be described as an extension of **PARTYLINE**. Written by CNET's Administration Manager, Alan 'The Yeti' Lenton, **Federation II** is a Multi-User Game (MUG) in which the player captains a merchant craft through the galaxy, trading, making alliances and dispensing information and misinformation to other players. **FED** players support their favourite game in **FEDDER**, where captains swap space-faring tales, and wealthier merchants lend out money. Interest rates are high, though, and debtors who don't pay their dues are soon shown the airlock door. The Multi-User Dungeon, **MUD**, is a similar concept, which, much to the annoyance of its enthusiasts, has been off the line while the system is upgraded.

FILTHY LUCRE

OK, so you know what sort of activities Compunet has to offer, but how does it work? At the heart of the 'Net is a custom-designed VME system, which crams almost infinite expandability into a unit the size of a large wardrobe: a far cry from the early days of Compunet back in 1984, when all calls were handled by an aged DEC 10 system - '50s technology'.

If the mainframe is the heart of the system, its connecting arteries are the telephone lines, and therein lies one of the main worries of would-be 'Netters, namely the fear of receiving a telephone bill that looks like the budget for a Spielberg movie. As long as your telephone line is occupied, it is running up the bill, so your modem talking to Compunet for an hour is the same as you spending an hour talking to your aunt. Compunet's key to saving the subscribers' money is its use of a commercial communications network called **INFOTRAC** which has 73 'exchanges' around Great Britain. What makes this such a good system is the fact that, instead of having to make a direct link to Compunet in London (a long distance call for most areas) the subscriber only has to call up **INFOTRAC** and the call is billed as one to the nearest exchange, usually at local call rate (about 50p an hour, off-peak). Compunet's latest coup is a link with an exchange in Eire which has opened up the availability of this cheap call system to thousands of people in the Dublin area. Even better, though, is the luck of users in Hull where, because their area is serviced by a private telephone company, calls to Compunet only cost 5p.

Apart from download and line charges, other costs are relatively low. First of all, make sure your telephone is fitted with the newer 'Flat Jack' socket, because you won't be reaching anyone if you can't connect it to the telephone system. The Compunet modem is available for £39.95, and after this initial outlay subscriptions are at one of two rates. Occasional users can pay £12 per quarter and a connect charge of a penny a minute. More serious users have the option of paying £25 per quarter for a Gold subscription and taking advantage of no connect charges at off-peak times (6 pm to 8 am, Monday to Friday and all weekend). However, it's worth noting the current special offer: by subscribing for a year at either rate you also bypass the cost of the modem!

Further charges are incurred by use of **PARTYLINE** and **FEDERATION II**: the former costs an extra £1.00 per hour and the latter, £1.50.

All this now compares favourably with British Telecom's own Prestel/Micronet setup which has just announced the imposition of a 1p per minute connect charge on its subscribers; in the past, Prestel has offered low subscription charges and no time charge. Hopefully, this should make life easier for independent communications services, and we should soon be seeing a boom in networking in Britain.

NETTING THE FUTURE

Something else that Compunet are quite proud of is the recent introduction of a 16-bit service for Amiga and Atari ST users. All the standard facilities of CNET are available, including Amiga user groups and ST software reviews, but the multi-tasking capabilities and the 80-column format of the Amiga screen allow several windows on screen simultaneously, showing, say, the current directory on one side of the screen and the current frame on the other. Of course, the Amiga's graphics and sound capabilities can be used to their fullest, and pictures uploaded in IFF format can be ported across directly to the ST terminal software, allowing low-res Amiga graphics to be seen on an ST screen, and vice versa.

ST users can only use a Hayes-compatible modem to access Compunet, which means that, unless you already own such a machine, an initial outlay of around £150 will be required. Amiga owners can now consider themselves more fortunate, though, since CNET have just announced that prototypes of a new terminal program by Eddy Carroll (known to 'Netters as Allanon) have proved successful in allowing an Amiga to access Compunet with any Amiga modem, thus cutting out the expense of having to purchase a Hayes-compatible unit. It looks like we're in for an fully interactive future . . .

LOG ON



with JASON GOLD

In the first of a now regular monthly examination of Compunet demos, Jason Gold **takes a peek at the choicest piccies, presents his crucial criticism and tells you all you need to know about exactly where to go . . .**

One of the great things about writing demos is that you can be really wasteful with the memory and not have to worry about it! *Double Density* by Ash and Dave (ASH & DJS12) is one of the best examples of this at 336302. It has two fairly large hi-res pictures by Bob Stephenson and 'IG' which spin around to produce an excellent effect.

Another of Ash and Dave's recent demos, *Blabla God Knows* at 336302, is a milestone in that it's the first demo to become multiformat. It was written on the 64 to begin with and was then converted to the Amiga in a joint effort with Ian and Mic (IJ1). This happy couple also have some new 64 demos in their directory at I+M, all of which are worth a download.

Graphics still play a major part in most demos, and one of the best artists around at the moment is Paul Docherty (DOKK), whose uploads can be found at RADIX. *No One Special* is his most recent work, and I think it's his best. I'm not sure that graphic art on the 64 can get much better than this, but every time I say that along comes an even better picture!

Of course, no demo is complete without a piece of music, and the latest musicians on the 64 are the Maniacs of Noise: their melodious craft is to be heard in all the best demos and they write some of the catchiest tunes around. Their greatest piece to date, *Cybernoid*, is found in the Maniacs of Noise demo at 336302.

Of the other musicians on the Net, Mark Wilson (MW20) has a remixed version of the *Outrun* theme at 244745. It's written on a version of the RockMonitor music utility, so it has lots of sampled sounds – including a few *Pump Up The Volumes* at the start! It takes a while to recognise that this really is the *Outrun* tune, but once it gets going, it's excellent.

You may have seen various colour-fade effects in demos before, but the ultimate in colour-cycling on the 64 must be *Magic Colours*, uploaded by SLAYER at 348100. Another upload by the same author is *Loadza Blox* at 367130 in the NATO directory: this is another don't-spare-the-memory demo with multiple sub-demos, lots of tunes and, of course, lots of scrollers. The main part has no less than six large pictures which bounce around the screen to some great music.

Finally, Hawk and Snork (GH16) have *Spec-tacular* at 344358. This has three Spectrum loading screens ported across to the 64 – and pretty good they are too!

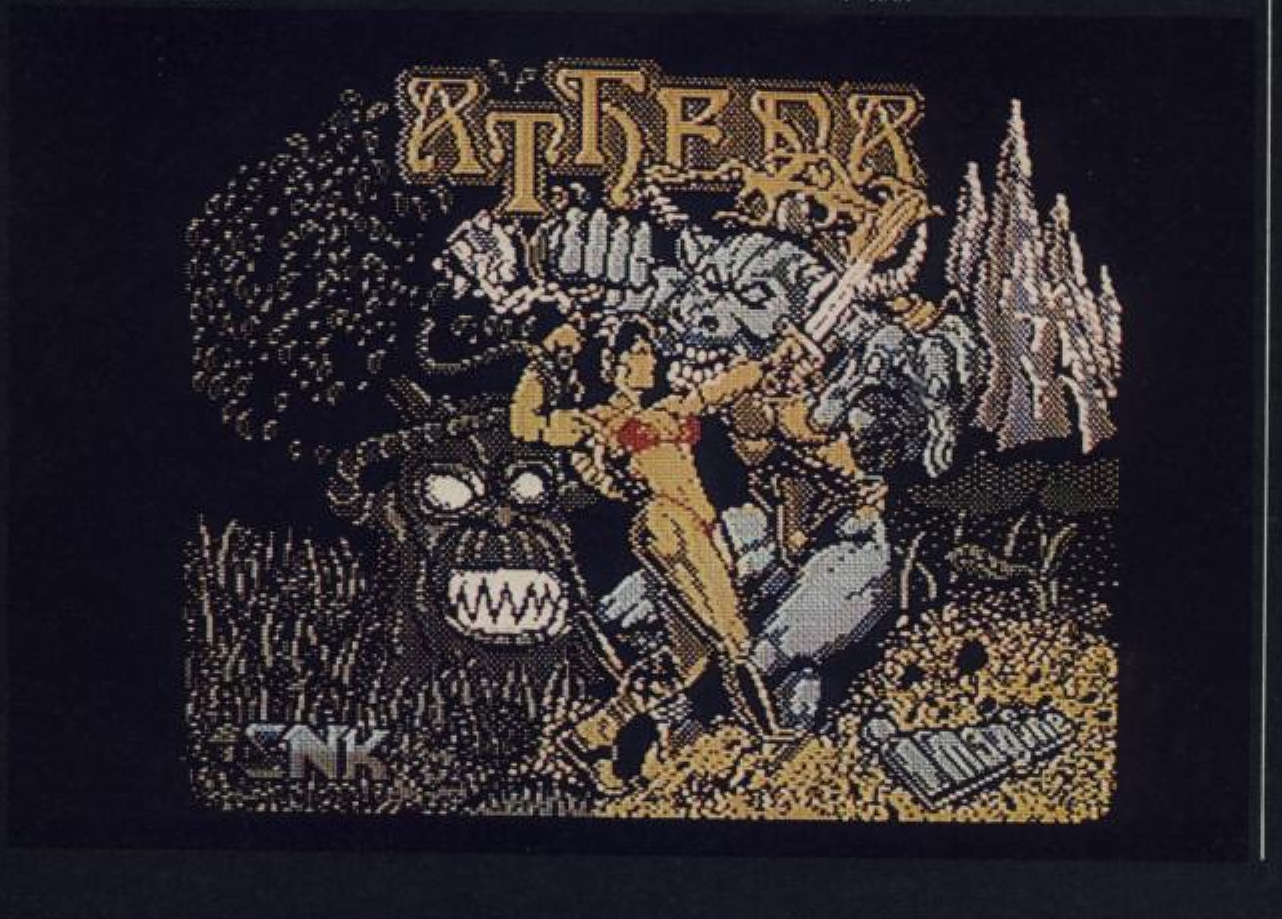


▲ CNET's master of the pixellated portrait, DOKK brings us a marvellous rendering of *No-one Special*

▼ Everyone's favourite helical hero (by TEKNIX) makes an appearance in the *LO-RES Picture Show* with further contributions by GOD and WOODY



▼ What's this? The loading screen from the Spectrum version of Athena, one of three downloaded into the *Spec-Tacular* demo by Hawk and Snork



STREET FIGHTER™

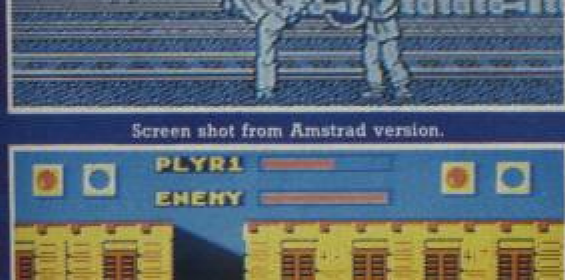
....NOTHING STANDS IN YOUR WAY



Screen shot from Spectrum version.



Screen shot from Amstrad version.



EXPLOSIVE COIN-OP ACTION!

Battle your way across the globe taking on the mighty fighting power of 10 awesome exponents of hand to hand combat.

"A SINCLAIR CLASSIC"

"Thoroughly impressive combat game which knocks Renegade for 6. Go damage someone." Sinclair User

"It's fast, good looking and well hard" Your Sinclair

CBM 64/128 **£9.99**t – **£14.99**d

Spectrum 48K **£8.99**t

Spectrum +3 **£12.99**d

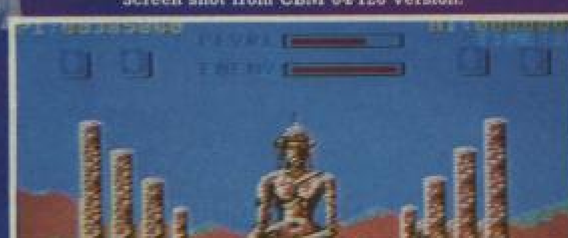
Amstrad **£9.99**t – **£14.99**d

Atari ST **£19.99**d Amiga **£24.99**d

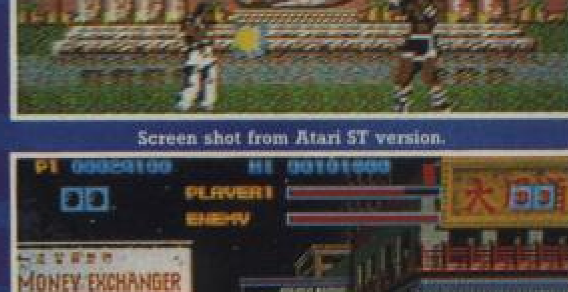
CAPCOM™

GIANTS OF THE VIDEO GAMES INDUSTRY

Screen shot from CBM 64/128 version.



Screen shot from Atari ST version.



GO! Media Holdings Ltd. A Division of U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.

TOTAL BACKUP POWER T

Now ACTION REPLAY N

NOW EVEN MORE POWERFUL, MORE FRIENDLY AND WILL B

ONLY £29·99 POST FREE

Action Replay works by taking a *'SNAPSHOT'* of the program in memory so it doesn't matter how the program was loaded – from tape or disk – at normal or turbo speed.

● **WARP 25. THE WORLD'S FASTEST SERIAL DISK TURBO – NOW EVEN FASTER! LOADS 200 BLOCKS IN 6 SECONDS! 240 BLOCKS IN 7 SECONDS!** – that's even faster than some parallel systems. Built into the cartridge – no extra hardware or software required. Includes supercast, warpsave, scratch, filecopy/convert. Integrated with normal disk turbo for supercompatibility – auto detects warp or normal format so no special load commands are required. Turbo and Warp 25 speed are entirely independent of the cartridge with SUPERBOOT.

● **SIMPLE TO USE:** Just press the button and make a complete backup – tape to disk, tape to tape, disc to tape, disk to disk. THE PROCESS IS AUTOMATIC – JUST GIVE THE BACKUP A NAME.

● **TURBO RELOAD.** All backups will reload at turbo speed, COMPLETELY INDEPENDENTLY OF THE CARTRIDGE.

● **SPRITE KILLER.** Make yourself invincible. Disable sprite collisions – works with many programs.

● **PRINTER DUMP.** Freeze any game and print out the screen. Eg. loading picture, high score screen etc. Works with most printers. MPS 801, 803, Star, Epson etc. Double size, 16 shades, reverse print option. Very versatile – no user knowledge required.

● **PICTURE SAVE.** Save any Hires multicolour screen to disk at the push of a button. Compatible with Blazing Paddles, Koala, Artist 64, Image System etc.

● **SPRITE MONITOR.** Unique Sprite monitors allows you to freeze the action and view all the sprites, watch the sprite animation, save or delete any sprite. Load sprites from one game into another to make customised programs.



WHAT THE REVIEWERS SAID
"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. The cartridge king!
Commodore Disk User

● **POKES/CHEAT MODE.** Press the button and enter those pokes for extra lives etc., then restart the program or make a backup. Ideal for custom games.

● **MULTISTAGE TRANSFER.** Even transfers multistage programs from tape to disk. The extra parts fast load – a unique feature. Enhancement disk available for non standard multi-loaders (see below).

● **SUPER COMPACTOR.** Ultra efficient program compaction techniques. Each program saved as a single file. 3 programs per disk side – 6 programs per disk, if you use both sides.

● **TEXT MODIFY.** Change title screens, high score screens etc. Put your own name into a game then restart it or make a backup to tape or disk. Very simple to use.

● **MONITOR.** Full feature 'Floating' type MACHINE CODE MONITOR. All standard features plus many more:- assemble, disassemble, hex dump, interpret, transfer, compare, fill, hunt, number conversion, bank switching, relocate, load/save etc. Uses no memory. Full printer support.

● **DISK MONITOR.** A special monitor for use on the RAM inside your disk drive. All the usual commands – a useful hacking tool.

● **WHOLE DISK COPY.** Copy a full unprotected disk in under two minutes with only one drive.

● **FAST FILE COPY.** Works with standard and Warp 25 files of up to 249 blocks. Converts formats to and from Warp 25.

● **FAST FORMAT.** Under 20 seconds.

● **TOOLKIT COMMANDS.** A whole range of useful new commands including: AUTO LINE NUMBERING, DELETE, MERGE, APPEND, OLD, LINESAVE, etc., PRINTERLISTER – list any program (including directory) directly from disk to printer or screen without corrupting memory.

● **REDEFINED FUNCTION KEYS.** Single stroke commands for operation of many common commands including: LOAD, SAVE, DIR. Load from directory – no need to type in filename.

● **TAPE TURBO.** Designed to make turbo load/save for your own programs. No screen blanking during loading.

REMEMBER all features are built in and available at the touch of a key. All features work with both **TAPE** and **DISK.** (Except multipart transfer & disk file utility).

ACTION REPLAY ENHANCEMENT DISK

The biggest and best collection of special parameters and file copy programs for transferring non-standard multi-load tapes to disk – games like **LAST NINJA, CALIFORNIA GAMES, LEADERBOARD, DRAGON'S LAIR** – SEVENTY titles in all. Almost all major titles covered. Latest edition includes **COMBAT SCHOOL, PLATOON, PREDATOR, GAUNTLET II, TESTDRIVE, SKATE OR DIE, APOLLO 18, THE TRAIN** and many more. Cheats for infinite time, lives etc. The **GRAPHIC SLIDESHOW** – latest edition displays multicolour pictures or loading screens saved by Action Replay or any major Art Package – Blazing Paddles, Koala, Advanced Art Studio, Artist 64 etc. Lots of fun. Only **£7.99**. Upgrades – send £3.00 plus old disk.

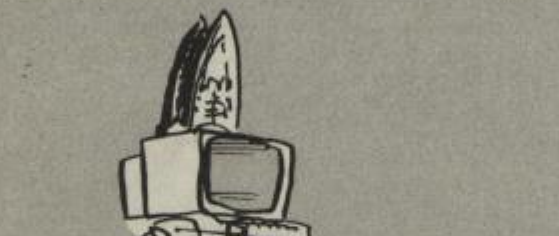
HACK TO THE FUTURE



136 months to go before the end of the millenium and we get sucked closer to the year 2000 by the vacuum of Mel Croucher's time-warped imagination.

1995

JANUARY
The new Pope is elected in Vatican City, the first time an electronic database has achieved this honour. Cardinal Hitachi Camcorda, a distant cousin of Wendy, the singing computer, takes the name of Pope Amiga 16-Bit the first. Sins can now be forgiven by direct debit, with the National Soul Board installing credit card confessionals outside most banks and massage parlours.



FEBRUARY
The last trace of the Brazilian rain forest vanishes, and the cattle farmers bite off their own heads for sound commercial reasons. The harvesting of the world's oceans begins to turn the tide in the battle against mass starvation. Plankton biscuits, krillburgers and seaweed sausages provide cheap protein at a fraction of the cost of mammal meat. Computer controlled fish farms are established in the North Sea, with the derelict oil platforms revitalised as ocean farm nerve centres. The farming of the Irish Sea is declared illegal by the EEC, due to unacceptable levels of radiation and chemical pollution.

MARCH
Free trades unions are legalised in Poland, Hungary and Czechoslovakia. Free trades unions are banned in the United Kingdom. Drivers in New York suffer epileptic fits, when the City's traffic lights computer turns on to the delights of MTV. The House of Lords is finally reformed due to the ludicrous composition whereby 85% of its members are geriatric lunatics. Henceforth all of its members are to be geriatric lunatics.

APRIL
The private US orbital cryogenic cemetery, 'Afterlife', becomes unstable, and seems likely to deposit 250 tons of metal, plastic, enriched uranium and corpse back on earth. It is decided to hurl it out of planetary orbit, away from the Sun's gravitational pull, with the message 'we come in heavenly peace' stencilled on the main cargo hold.

MAY
The first marriage between a man and a lap-top computer is blessed in a Copenhagen church, where the practice of hand-helds is sanctified as the best way to avoid The Plague, which continues to spread like, er, The Plague. However, medical science can now claim almost 100% success in treating leukaemia, skin cancers, carcinomas of the bowel, lungs and liver; the treatment of brain tumours using pre-natal cell tissue continues to make great progress. Cancer is declared a curable illness.

JUNE
Sir Chris Curry, the founder of Acorn, gives away his ten millionth Keyline Shopping Computer. Launched back in 1988, his freebie book-size machines are now as indispensable to yuppies as the filofax, and are used for home shopping, travel and theatre bookings, as well as banking transactions. The Government agrees to issue Keylines free to all pensioners and disabled citizens, supported by discount agreements from leading supermarkets and mail order firms. The equivalent French system Teletel, launched in 1982, now has twenty-five millions users. A small company known as British Telecom Prestel ceases trading, having achieved only 350,000 subscribers.

JULY
On the busiest holiday weekend of the year, a telephoned bomb hoax closes the Euro Tunnel, Gatwick airport and several ferry ports. Fifteen people are burned to death in a discotheque while the nearest fire engine is answering a fake emergency call. The newly formed 'Box Boy Avengers' (gangs of well-organised vandals) succeed in putting 40% of public call boxes out of action, using high-bond resins and nitric acid. In a knee-jerk reaction, Parliament is recalled from summer recess and legislation is rushed through under the Emergency Telecommunications Act. Henceforth all citizens eligible to pay the Poll Tax will be issued with multi-purpose ID/Telecommunication Cards. These must be inserted into all domestic and public telephone modems before a call can be connected, and transmit the ID of the card-holder simultaneously with the location of that telephone, whenever a call is placed. Portable phones and incoming foreign calls are pinpointed by satellite coordinates. The public are assured that the emergency system will only be used when necessary to prevent terrorism.

AUGUST
Low yield stun guns are issued to the police on foot patrol. Higher powered electronic 'cattle-prods' are now commonly issued for riot duty such as football matches, rock concerts, and any other illegal gathering where more than six people meet together in public. Private security firms have now been in operation for 20 years, private night-watch patrols for ten years and private militia forces for 12 months.

SEPTEMBER
The joint USA/USSR mission blasts off for the first voyage to another planet, as the Martian Luther King heads for Mars carrying a crew of three Americans, three Russians, an Indian and a tabby cat named Jules Verne. Continuing their budget software policy, Codemasters reduce the price of their games discs to ten a penny.

OCTOBER
The mountain gorilla is declared extinct. The African elephant exists only in zoos. Escaped wallabies continue to thrive in Wales. Bob Monkhouse is reported to be romantically involved with a large vat of baby oil and a full-length mirror. CRL and Electronic Arts fail to sue one another for the first month since March 1988.

NOVEMBER
There is an alarming increase in the number of babies born with a single ear in the middle of their forehead. This is caused by their parents listening to Walkmen in mono, while making love.



DECEMBER
A mass campaign is launched against the Emergency Telecommunications Act during the season of goodwill. Office workers can no longer make free calls from work, adulterers get copped as soon as the phone bill arrives, kids can't use their parents' phones for the dial-a-smut service, hackers get identified every time they log on and heavy breathers are thwarted more than somewhat. These categories represent 69% of the population.



1996

YENUARY
On the 30th anniversary of the first *Star Trek* season, the original cast gets back together for one last episode titled 'Prop Me Up, Scotty'. Several of the space travel sequences are shot on location. The scene where a monster seems to be erupting from Grand Admiral Kirk's stomach is not a rip-off from *Alien*, but merely his paunch floating in zero gravity.



FEBRUARY
The notorious computer viruses of the past decade are proved to have been fakes, all rumours having been sewn by the Federation Against Software Theft in an effort to scare the willies out of would-be software pirates. What really happened was that microcomputers got terminally bored by playing naff computer games and either went insane, or switched themselves off.

MARCH
The EEC takes legal action against the United Kingdom of Great Britain, Northern Ireland and Wendy over the continuing use of lead in petrol. Children in the Birmingham Multiway area are still shorter, more sickly and with lower IQs than children in less motorised places, just as they were in the mid 1980s.

APRIL
Over three-quarters of all eye malfunctions can now be cured by laser treatment. In the West, designer plain-lensed spectacles are becoming chic, now that contact lenses are obsolete. In central Africa, India and central South America, eye diseases caused by contaminated water are also benefiting from portable laser units, as well as discarded specs donated via charity organisations.

MAY
The Turin Shroud is at last proved to be genuine, when the Turin Laundry Bill is discovered, along with an invoice for two planks of wood and three nails.

JUNE
With only 12 months to go before the Chinese take back Hong Kong, free elections are held in the colony for the first time this century. The Governor General, Mr Chuck Windsor (formerly HRH, The Prince of Whales, formerly Wales) extends the vote to anyone over the age of 18, including trees.

JULY
A consortium of Philips, JVC and Sony launch the Lookman. Measuring five inches by six inches by half an inch, utilising an erasable CD, a multi-channel television/satellite receiver and a three inch plasma screen, it retails for £199. All over the world, joggers run into walls.

AUGUST
Islamic revolution sweeps through the Soviet Republics of Turkmenistan, Kazakhstan and Uzbekistan. Soviet troops are recalled from Eastern Europe, the Chinese border, Latin America, Cuba, Angola, India, Korea and Vietnam, and redeployed throughout the Southern USSR in an attempt to control the rebellions.

SEPTEMBER
The meaning of life is discovered by a little old lady living in a small village near Barnstable. She builds a model of the solution to every problem ever known on her scullery table, and dies contented. Her son-in-law, a loose-cover salesman from Doncaster, wonders why the old dear has got such a weird executive toy in the house, and rearranges the miracle into the shape of 101 dalmations and a giraffe, while waiting for the undertakers to arrive. Thus the secret is lost for ever, and the world is doomed to end round about Part Six of this series.

OCTOBER
An emergency supply rocket is fired to rendezvous with the Mars mission. It contains free fall cat litter.

NOVEMBER
Sweden becomes the first country to abolish cash transactions. Computerised credits and debits are automatically recorded via low-cost optical read-write terminals from the home or at points of sale. Credit rating files are open to inspection by the individual. Tax assessments and appeals are handled once a year on birthdays. Swedish income tax remains the highest in Europe, as do incomes and the standard of social services. The only losers are immigrant labour, who cannot afford to stay in the country as computers and robots handle more and more of their work.



DECEMBER
The first wireless transmissions made by Signor Marconi at the beginning of the Twentieth Century reach the planetary clusters of Alpha Centauri on December 1st, 1996. Unit E4-UXB is made ready for yet another routine deep-space contact mission. It is anticipated that, barring incident, it will reach the third planet of the Sol System round about one second to midnight, December 31st, 2000 AD, local time. Roughly translated, Unit E4-UXB means 'The Ark'.



S.D.C.

309 Goldhawk Road, London W12 8EZ

PRICE PROMISE

If you wish to purchase any product from our list and find that you can buy the same product cheaper from another mail order company, simply enclose the lower amount, stating the name of the other company and where you saw the advert. (It must be a current issue). Price Promise does not apply to other companies' "Special Offers".

RING 01-741 1222, 01-995 3652 OR 0525 371884

ENQUIRIES 01-748 3597

CBM 64

		RRP PRICE	OUR PRICE
ALIEN SYNDROME	D3	9.95	6.95
ALTERNATIVE WORLD GAMES	D3	9.95	6.95
AIRBORNE RANGER	D5	14.95	10.50
ARKANOID II OR I	D2	8.95	6.70
A.T.F.	D2	8.95	6.70
AAARGH	D3	9.95	6.95
BEYOND THE ICE PALACE	D3	9.99	6.95
BANGKOK KNIGHTS	D3	9.95	6.95
BUGGY BOY	D3	9.95	6.95
BASKET MASTER	D2	8.95	6.70
BUBBLE BOBBLE	D2	8.95	6.70
BAD CATS	D1	9.99	6.95
BEDLAM	D1	9.99	6.95
BLACK LAMP	D3	8.95	6.70
BLOOD BROTHERS	D3	9.99	6.95
BLOOD VALLEY	D3	9.99	6.95
DESOLATOR	D3	9.99	6.99
BIONIC COMMANDOS	D1	9.99	6.95
MARUADER	D3	9.99	6.99
COMBAT SCHOOL	D2	8.95	6.70
CALIFORNIA GAMES	D2	9.95	6.95
COSMIC CAUSEWAY	D3	9.95	6.95
CHERNOBYL SYNDROME	D1	9.99	6.95
CHAMPIONSHIP SPRINT	D3	9.95	6.95
CYBERNOID	D3	9.95	6.95
PETER BEARDSLEYS INTER. SOCCER	D3	9.95	6.95
COLOSSUS CHESS 4.0	D3	9.95	6.95
COLOSSUS BRIDGE	D3	9.95	6.95
COLOSSUS MAH JONG	D3	9.95	6.95
DARK SIDE	D2	9.95	6.95
DREAM WARRIOR	D1	9.99	6.95
DRILLER	D4	14.95	10.50
DEFENDER OF THE CROWN	D4	12.95	8.99
DAN DARE II	D2	8.95	6.70
DEMON STALKERS	D3	9.95	6.95
ENDURO RACER 2 OR 1	D3	9.99	6.95
FLYING SHARK	D2	8.95	6.50
FOOTBALL DIRECTOR		8.95	6.50
FOOTBALL MANAGER II	D3	9.95	6.95
FLIGHT SIM II (DISC ONLY)		39.95	27.50
FIREFLY	D2	8.95	6.50
FRIGHTMARE	D3	9.95	6.95
4th AND INCHES	D3	9.99	6.95
FLINTSTONES	D3	9.95	6.95
GEE BEE AIR RALLY	D3	9.99	6.95
GRYZOR	D2	8.95	6.50
GAUNTLET	D3	9.95	3.99
GAUNTLET II	D3	9.95	4.99
GUNSHIP	D4	14.95	6.50
GUNSMOKE	D3	9.95	6.95
GUTZ	D2	8.95	6.50
GOTHIK	D3	9.95	6.95
GNOME RANGER	D1	9.95	6.95
GUILD OF THIEVES (DISC ONLY)		14.95	10.50
HUNTERS MOON	D3	9.99	6.95
HERCULES	D3	9.99	6.95
HUNT FOR RED OCTOBER	D4	14.95	10.50
INFILTRATOR	D3	9.99	6.99
IMPOSSIBLE MISSION II	D3	9.99	6.95
IKARI WARRIORS	D3	9.95	6.95
I.O.	D3	8.95	6.50
LAST NINJA 2	D2	12.99	8.99
LEADERBOARD	D3	9.95	6.95
LEADERBOARD EXEC.	D2	9.95	6.95
LEADERBOARD TOURNAMENT		4.99	4.50
WORLD CLASS LEADERBOARD	D3	9.95	6.95
MATCHDAY II	D2	8.95	6.50
MAGNETRON	D3	8.95	6.50
GREAT GIANA SISTERS	D1	9.99	6.99
NAVY MOVES	D2	8.95	6.50
19 PART 1 BOOT CAMP	D3	9.95	6.95
OUTRUN	D1	9.99	6.95
PROFESSIONAL BMX SIM. (Cass or disc)		4.99	4.50
SKATE CRAZY	D3	9.99	6.99
PANDORA	D2	9.95	6.95
PACLAND	D3	9.95	6.95
PINK PANTHER	D3	9.99	6.95
PREDATOR	D3	9.95	6.95
PLATOON	D3	9.95	6.95
PIRATES	D5	14.95	10.50

D = DISC AVAILABLE
D1=7.99 D2=8.99 D3=10.50 D4=12.99 D5=13.99

TOP TEN COLLECTION
ONLY £7.25 DISC £10.50
SABOTEUR, DEEP STRIKE, SABOTEUR II, COMBAT LYNX, SIGMA 7, TURBO ESPRIT, AIRWOLF, BOMBJACK II, THANATOS, CRITICAL MASS

WE ARE THE CHAMPIONS
ONLY £7.25 DISC £13.50
SUPER SPRINT, BARBARIAN, RENEGADE, RAMPAGE, IK+

SOLID GOLD
ONLY £7.25 DISC £10.50
GAUNTLET, ACES OF AGES, LEADERBOARD, WINTER GAMES, INFILTRATOR

LIVE AMMO
ONLY £7.25 DISC £10.50
RAMBO, TOP GUN, GREAT ESCAPE, ARMY MOVES, GREEN BERET

BEST OF ELITE VOL 1
ONLY £4.99 DISC £7.99
BOMBJACK, COMMANDO, AIRWOLF, FRANK BRUNO'S BOXING

BEST OF ELITE VOL II
ONLY £7.99 DISC £10.50
PAPERBOY, GHOST N GOBLINS, SPACE HARRIER, BOMBJACK II

10 GREAT GAMES
ONLY £5.99
AVENGER, HIGHWAY ENCOUNTER, FUTURE KNIGHT, JACK THE NIPPER, KRACKOUT, WESTBANK, BOUNDER, TRAILBLAZER, Footballer of the Year, Monty on the Run

COMPUTER HITS 10 Vol 1
ONLY £5.99
Brian Jacks Superstar, Hustler, Sorcerer, Claymorgue Castle, Ancipital, Special Operations, Space Pilot, Seaside Special, Jinn Genie, Harrier Attack, Chuckie Egg

Konami Arcade Collection
ONLY £7.25 DISC £13.50
YIE AR KUNG FU, MIKIE, YIE AR KING FU 2, JACKEL, SHAO LINS ROAD, NEMESIS, HYPER SPORTS, JAILBREAK, GREEN BERET, PING PONG

GAME, SET AND MATCH
ONLY £8.99 DISC £13.50
FEATURING: Basketball, Soccer, Vault, Swimming, Shooting, Archery, Triple Jump, Weightlifting, Ping Pong, Pistol Shooting, Cycling, Boxing, Springboard Diving, Giant Slalom, Rowing, Penalties, Ski Jump, Tug of War, Tennis, Baseball, Squash, Snooker, Pool

10 GREAT GAMES Vol II
ONLY £7.25
AUF WIEDERSEHEN MONTY, MASK, JACK THE NIPPER II, BULLDOG, DEATH WISH III, FINAL MATRIX, RE-BOUNDER, THING BOUNCES BACK, Samurai Trilogy, Basil Gt Mouse Detective

6 PACK VOL 3
ONLY £7.25 DISC £10.50
PAPERBOY, GHOST N GOBLINS, ENDURO RACER, LIVING DAYLIGHTS, DRAGONS LAIR I, DRAGONS LAIR II

CBM 64

		RRP PRICE	OUR PRICE
ROAD BLASTERS	D3	9.99	6.95
RASTAN	D2	8.95	6.50
ROY OF THE ROVERS	D3	9.95	6.95
RAMPAGE	D3	9.95	6.95
ROLLING THUNDER	D3	9.95	6.95
RIMRUNNER	D2	8.99	6.70
RING WARS	D3	9.95	6.95
STEALTH MISSION (DISC ONLY)		19.95	13.50
SAMURAI WARRIOR	D3	8.95	6.50
720°	D1	9.99	6.95
SUPER HANG ON	D2	9.99	6.95
STREET FIGHTER	D3	9.99	6.99
STEALTH FIGHTER	D4	14.95	10.50
SHOOT EM UP CONST. KIT	D5	14.99	10.50
SINBAD & THE THRONE OF THE FALCON (DISC ONLY)		14.99	10.50
SHACKLED	D1	9.99	6.95
SOLDIER OF LIGHT	D3	8.99	6.70
SORCEROR LORD	D4	12.95	8.99
SILENT SERVICE	D3	9.95	6.95
THE GAMES WINTER EDITION	D3	9.95	6.95
THUNDERCATS	D3	9.95	6.95
TASK III	D3	9.95	6.95
TIME AND MASK	D3	14.95	10.50
TARGET RENEGADE	D2	8.95	6.70
MICKEY MOUSE	D3	9.99	6.99
THREE STOOGES (DISC ONLY)		14.99	10.50
TRIVIAL PURSUITS	D5	14.95	10.50
VICTORY ROAD	D2	8.95	6.50
VENOM STRIKES BACK	D3	9.99	6.95
SALAMANDER	D2	8.95	6.50
WINTER OLYMPIAD 88	D3	9.95	6.95
ACTION FORCE 2	D3	8.95	6.50
WHERE TIME STOOD STILL	D2	8.95	6.50
WAR GAME CONST KIT (DISC ONLY)		19.99	13.50
YETI	D2	8.99	6.50

ANY GAME NOT LISTED PLEASE CONTACT US FOR PRICES AND LIST OF SOFTWARE

SPECIAL OFFERS

	RRP P7ICE	OUR PRICE
AVENGER (CARTRIDGE)	14.95	2.99
COMIC BAKERY	8.95	1.99
CONFUZION	8.95	99p
DRAGONS LAIR	9.95	2.99
DRAGONS LAIR II	9.95	2.99
DOUBLE TAKE	8.95	1.99
DAREDEVIL DENNIS	7.95	99p
ELEVATOR ACTION	9.95	1.99
FIRELORD	8.95	1.99
FOOTBALLER OF THE YEAR	9.95	2.99
EDDIE KIDDS JUMP CHALLENGE	8.95	99p
GRANGE HILL	9.95	1.99
HIGHLANDER	8.95	1.99
IAN BOTHAM'S TEST MATCH	8.95	2.99
JAILBREAK	8.95	2.99
KNIGHT GAMES II	9.95	3.99
KRACKOUT	9.99	2.99
LORDS OF MIDNIGHT	9.95	99p
LEGIONS OF DEATH	9.95	1.99
MASTER OF THE LAMPS	8.99	99p
MOON CRESTA	7.95	99p
NEMESIS	8.95	2.99
NETHER EARTH	9.95	1.99
OCTAPOLIS	9.95	3.99
QUAKE MINUS ONE	9.95	99p
RAMPARTS	9.95	3.99
RANARAMA	8.95	1.99
STAR PAWS	6.95	1.99
SUPER SPRINT	9.99	3.99
SIGMA 7	8.95	1.99
SUNSTAR	8.95	99p
TOY BIZARRE	8.99	99p
WINTER GAMES	9.95	3.99
ZIM ZALA BIM	9.95	99p
ALTER EGO FEMALE (DISC ONLY)	24.95	5.99
ALTERNATE REALITY (DISC ONLY)	19.95	5.99
KNIGHT GAMES 2 (DISC ONLY)	14.95	4.99
OCTAPOLIS (DISC ONLY)	14.95	4.99
REVENGE OF MUTANT CAMELS (Disc only)	14.95	1.50
ROAD RUNNER (DISC ONLY)	14.95	5.99
WINTER GAMES (DISC ONLY)	14.95	5.99
ZOIDS (DISC ONLY)	14.95	3.99
DRUID (DISC ONLY)	14.95	4.99

S.D.C. ORDER FORM

ZZAP/JULY ISSUE

Please send me the following titles. BLOCK CAPITALS please!

Type of computer

Title	Amount
Total enclosed £	

Date ....

Name ....

Address ....

....

....

....

Tel. no. ....

VISA Access

Please make cheques or postal orders payable to **S.D.C.**

Prices include P & P within the U.K: Europe please add £0.75 per tape:

Elsewhere please add £1.00 extra per tape

VISIT OUR NEW SHOP 18 MARKET SQAURE LEIGHTON BUZZARD BEDS.

THE GAMES – WINTER EDITION

Epyx/US Gold, £9.95 cass, £14.95 two disks, joystick only

The latest sports simulation package from the Epyx stable comprises seven winter events: the Luge, Cross Country, Speed Skating, Ski Jumping, Down Hill, Slalom and Figure Skating.

Five options are available from the title screen: compete in all events, compete in some events, compete in one event, practice one event, and select the number of joysticks in use. Three viewing options are also available: see world records, and the obligatory opening and closing ceremonies. Once selections are made, a name and one of 17 available countries are chosen.

The first event is the Luge, a death defying sport which places the competitor on a tin tray hurtling down a mountainside course. Four tracks are on offer, the aim being to score as many points as possible by completing the course in the shortest time. Three meters at the bottom of the screen assist swift movement: steer, drift and position.

Next is the Cross Country race, with a choice of 1km, 2km, or 5km courses against a human or computer opponent; rhythm, as with many Epyx sports games, is the key here. Following this is Figure skating – the only event which doesn't depend on brute force and ignorance! The first task is to select the piece of music for the performance, and then choreograph a routine of up to 14 moves, depending on the length of the piece. To attain a top score you must have selected at least one of each of the eight different moves, and perform at least ten moves throughout the performance. At the end, the judges award appropriate points for technical and artistic merit.

Three skiing events are featured (apart from the Cross Country): Downhill, Slalom and Ski Jumping. In Downhill and Slalom you hurtle down snowy slopes whilst avoiding gates strategically placed along the route. Ski jumping sees the competitor leaping from a huge ramp: speed is not necessarily of the essence, although concentration and distance are. Correct posture on the ramp and in the air (coupled with a safe landing!) all add up to a medal winning performance.

Finally we come to Speed Skating: four tracks are on offer, 1000m, 3000m, 5000m, and finally 10000m. Again, rhythm is the key to success, since lack of co-ordination will find the player flat on his back and his opponent at the winning post.

At the end of each event, if successful, the medal ceremonies, the winning country's flag and a rendition of their national anthem are all displayed.



Maybe it's just because we've come to expect so much from them over the past few years, but this effort makes you wonder if the Epyx bubble has finally burst. All the events are good, but they're not quite brilliant – there's definitely nothing as outstanding as the sumo wrestling in World Games **or the surfing in** California Games. **Graphically it's as good as we've come to expect, with some smart animated sequences; but each event is marred by small annoyances. The luge is made awkward by the rapid flick-screen action, the figure skating includes a technically impressive by slightly dull choreography section and the cross country skiing is simplistic. That said, all events are beautifully presented (as usual) and the slalom, downhill and speed skating are great. It's well worth a look, but don't be surprised if you're a little disappointed.**



▲ **The Jane Torville lookalike prepares to begin her ice-dance routine**

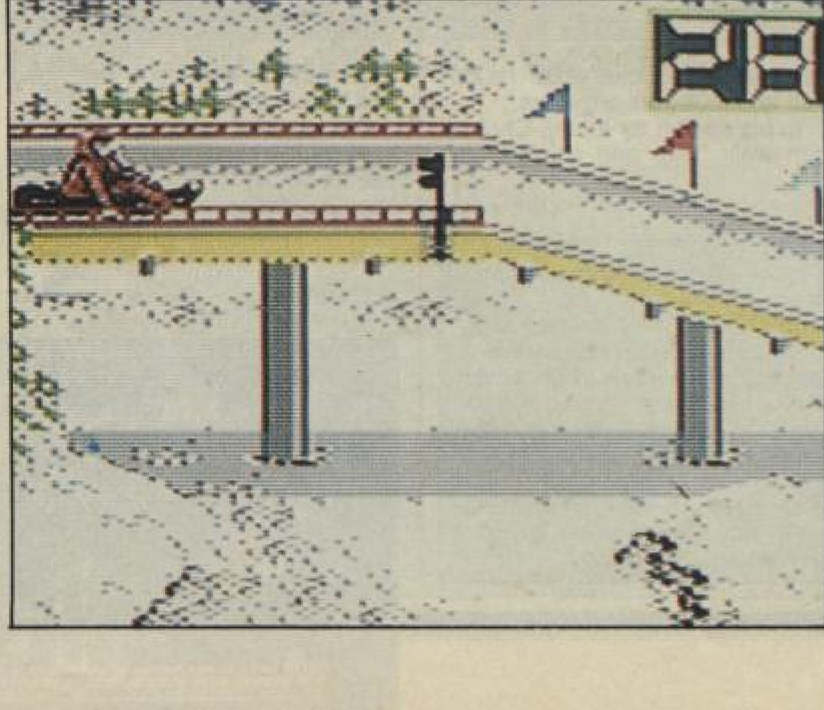


I'm sure that sport sim fans will love The Games; **personally, I'm not that keen on sports whether the physical or armchair computer type, so I wasn't really interested – at first. However, after a few attempts I found that even I enjoyed it, although a lot of practice is needed to perfect the skills required to earn the much coveted gold medals. Graphically the game is good, with some nice character animation, especially on the figure skating, although I found that on most of my attempts the poor girl ended up on her backside! If, after the deluge of other sports games from the Epyx stable, you're still keen on this kind of game, check it out.**



From the classy opening ceremony to the scintillating finale, The Games' **marvellous presentation makes it unmistakably a product of the Epyx stable. Unlike its predecessors, however, this addition to the series isn't likely to win the solid gold approval of armchair athletes quite so readily. Yes, the superbly designed and animated graphics are there as ever, but gameplay – where has that gone? Many of the sports are excruciatingly difficult to complete and, even when following the instructions to the letter, the program always seems to expect supernatural intuition; in some events, the loading sequence is longer than the action, even on disk! Trying to compete in the same sport more than once is thus so slow that tedium quickly sets in. The instructions say 'Practice. Practice. Practice'. Thanks, but 'No. No. No.'**

▼ **In the luge event, you can career around a twisting channel of ice on a tin tray, and with no risk of personal injury.**



PRESENTATION 85%
Comprehensive Epyx-style instructions and multiple player options, only slightly marred by the multiload spread over two disks.

GRAPHICS 85%
Smooth character animation, but the sprites are a little chunky at times; generally very good.

SOUND 80%
The usual high quality and wide variety of jingles and sound effects.

HOOKABILITY 70%
A greater than usual need to practice may deter first time players, but it won't bother the veterans.

LASTABILITY 88%
The seven events, multiple player options and a desire to beat the records and win medals make it ultimately attractive.

OVERALL 76%
Well worth a look – but there was plenty of disagreement in the reviewing team, so don't expect too much . . .

ZZAP! TEST

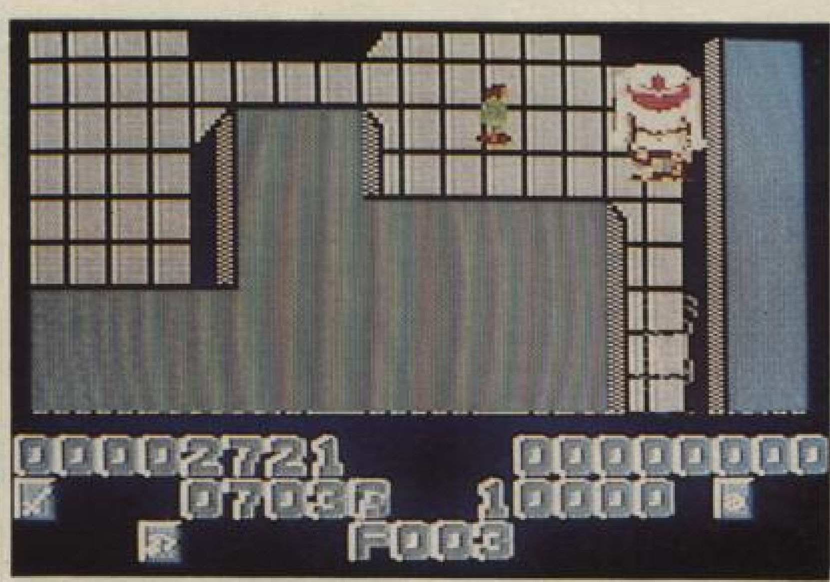
SHACKLED

US Gold, £9.99 cass, £14.99 disk, joystick only

Kein is not a happy man. Seven of his best friends have been captured, and are being held in a maximum security prison. His mission: to rescue and lead them back to safety.

The game begins with the armour-clad Kein standing on the first level of the prison. As he travels through the maze of corridors he comes across barred prison doors, opened simply by blasting them. Behind these are either one of his friends, a guard, or (usually) an empty cell. On discovering one of his friends, Kein gains a weapon, displayed as an icon and used as desired. These include grenades, shuriken stars, disks, shock waves, boomerangs, cushion balls, and fireballs.

Sword, axe, and spear-wielding guards reduce Kein's energy on contact. Bonus items are available throughout the dungeons, including coins to boost energy, keys,



▲ Dungeons are just the right place for a mouldy conversion of a mouldy arcade game



Though it's nothing more than a variation on the Gauntlet **theme,** Shackled**'s game design does have its good points. Ahh . . . if only the same could be said of the game's implementation, which, to say the least, is unimpressive. The graphics seem to have been designed by someone with no eye for art, this being particularly true of the sprites which are chunky, glitching splodges of pale pixels frequently resembling nothing in particular. Sound is similarly unloveable, consisting of a gloomy and repetitive piece of music which only the volume knob can tame. Aesthetics aside, I could complain about the prisoner following routine which takes as its guide the player's joystick movements, often resulting in prisoners getting stuck on corners and in doorways or even off-screen. In fact, annoyance with this 'feature' is about the only threat to the player's progress, as I was overcome with indifference halfway through my first game, during which I reached level 10 almost unscathed. Not a game to sell your boiled egg collection for.**



Yeah!!! This is what we want! OK, I'm only joking – I don't really want this at all. Personally, if it was a choice between playing this game half a dozen times and eating my own bile, the green stuff would win hands down every time. It's not really the multiload that puts me off – nor is it the poor instructions, an annoying tune, the wooden sprites on casters, the multiple bugs or the boring backdrops; what really irks is the terminally dull gameplay. The action is neither difficult nor hectic, and the little enjoyment you glean from the first five minutes rapidly turns into chronic tedium. The arcade original is nothing to write home about, and this is simply a bad attempt at a bad game. If you see it on your local software shelf, tell it in no uncertain terms to go away.

CHUBBY GRISTLE

Grandslam, £9.95 cassette, £14.95 disk, joystick or keys

Life for the Teque Software crew would be a bowl of cherries were it not for a cantankerous car park attendant who gives them constant hassle. This rather unsavoury character plays such a fundamental role in the lives of the coding chaps that they have decided to base the plot of a platform game on his crazy car parking antics. And so *Chubby Gristle* was born.

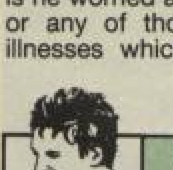
As his name suggests, Chubby has a bit of a weight problem, but is he worried about heart disease or any of those other terminal illnesses which strike down fat people in their millions every year? No. In fact Chubby loves his food, and he lives only for nightly fry-ups as cooked by Mrs Gristle. Such culinary delights are by no means guaranteed, though, so Chubby likes to get in as much eating as possible during the daytime. In between telling people where they can stick their cars and being generally grumpy, Mr G likes to leap about his platform-filled neighbourhood, on the look-out for all kinds of comestibles which he can use to occupy his enzymes.

In his search for lunch, Chubby can walk, leap and climb about each flick-screen location; these include a drain, Sainsbelly's Supermarket and even the Pose and Frown pub.

Obviously, if you've ever been in a car park, a supermarket or a pub, you know what to expect – precarious platforms connected by ropes, ladders and constantly moving lifts and conveyor belts, and the space between them occupied by missiles, crazed women, vandals, bats, car fans and other shapeless blobs. Chubby must negotiate these to gain grub, and hence achieve his ultimate goal – to be quite staggeringly heavy. As Chubby picks up flashing food, a figure on the tonometer at the bottom of the

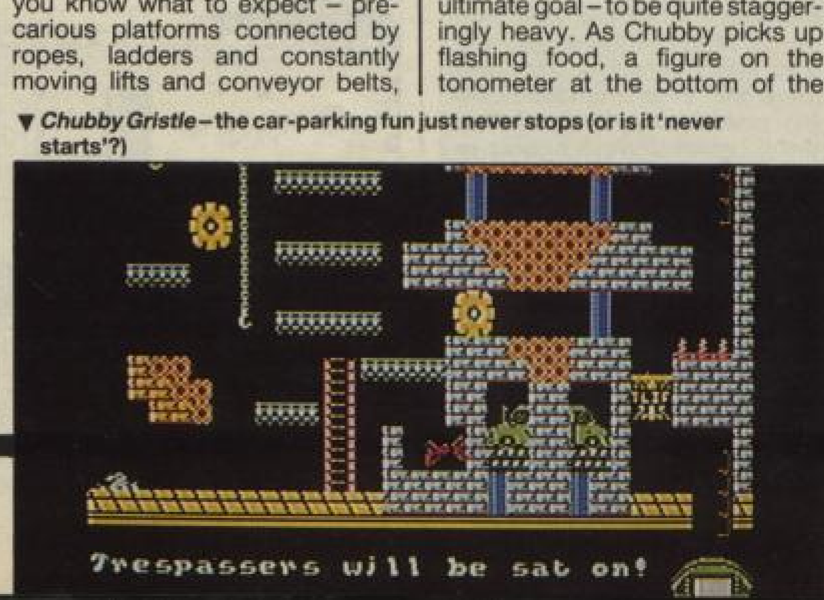


Ah, this takes me back to the days of Spectrum Jet Set Willy**, when I knew no better. Indeed,** Chubby Gristle **has a very Spectrum-ish air about it, mainly due to the tiny, monochrome sprites and the small screen format. These sprites aren't well drawn at all, and the chunky backdrops of character blocks don't push back the frontiers either. Aesthetic problems don't end there though, because throughout the game the 64's sound chip is occupied in the production of one of the most mindless tunes I've ever heard. Gameplay is almost equally weak, and presents little in the way of problem solving, beyond working out when to time a jump to avoid two bats. At a budget price, I would be very dubious about recommending** Chubby Gristle**. For ten quid, I have no doubt about my verdict: don't buy it.**



From the sickeningly twee music to the debased high-resolution Spectrum graphics, Chubby Gristle **is terrible. His fat bouncing belly is only momentarily amusing and the game looses its hold on you fractionally earlier. Not only is it derivative of an over-abused format, it doesn't even use it to any great potential. The transparent monochrome sprites, multiple bugs (watch out for the wrap around cars) and illogical, ungenerous collision detection make the game's humour self-defeating. The 21 screens just aren't worth the effort, unless you're into third-rate, frustrating software. I can't see this appealing to any Commodore owner, not in 1988 and certainly not at this over-inflated price . . .**

▼ *Chubby Gristle* – the car-parking fun just never stops (or is it 'never starts'?)



rings that increase shot speed, necklaces (speed up movement), and diamonds that kill all adversaries on-screen. Treasure chests, barrels, lamps, and crowns are all discovered for points.

Once all of the cells have been searched on a level, Kein must collect the correct key, and lead his freed companions to the exit. The next level is then entered and Kein continues his quest until either his energy runs out, or he has liberated all of his companions.

PRESENTATION 20%
Poor multiload, terrible instructions, weak use of joystick and several bugs are only rescued by the two-player option.

GRAPHICS 21%
Flickery scrolling, badly animated and ill-defined sprites set across plain and repetitive backdrops.

SOUND 13%
Inept dirge and no sound effects.

HOOKABILITY 24%
The first game lasts far too long, with unintelligent opponents and dull action rubbing it in.

LASTABILITY 8%
One game's enough.

OVERALL 23%
A horrible conversion of an obscure and unattractive arcade game.

screen shows how close he is to ultimate fatness, the rewards for which are the love of a good woman (or at least, his wife), and consequently, lots of little Gristles.

Failing in his duty to his stomach means Chubby takes a long trip to a health farm, where rumour has it that remedial measures are best described as 'Kill or Cure'!

PRESENTATION 20%
Keyboard or joystick options – but that's it.

GRAPHICS 22%
Compressed screen coupled with poorly designed sprites and backdrops lend the game a very Spectrum-esque air.

SOUND 19%
A sickeningly twee tune plays constantly, and there are no sound FX to relieve the agony.

HOOKABILITY 29%
The general ugliness and tedious gameplay leave initial interest at a low level . . .

LASTABILITY 24%
. . . and interest quickly sinks below that level.

OVERALL 26%
One of the worst attempts at a platform game we've seen for some time.

VIXEN

Martech, £9.99 cass, £14.99 disk, joystick or keys

On Granath, a distant planet in a parallel universe, dinosaurs still roam the plains and wander through the jungles. They have destroyed all but a few animals and one human – Vixen. Found abandoned as a child she was raised by the foxes and granted magic powers from the Sages. Though she carries a Magic Whip and has the ability to turn herself into a fox, life is a constant struggle to survive.

Vixen's quest takes place in three separately loaded parts over a series of timed, horizontally scrolling levels. Mysterious prehistoric trees overhang leafy jungles and rocky paths. Dangerous fissures and hazardous rivers, fatal if Vixen falls into them, mark the ground.

Mutant dinosaurs, in the form of floating fiend-like faces, flying pterodactyls and running mini brontosauri rush in to attack and kill on contact. Fortunately, most aliens can be dispatched with one or two well-placed flicks of the Magic Whip.

Bonus icons are scattered around the hostile environment. Whipping these transforms them into collectable objects: gems for extra points, other items for extra time and lives. A series of mystery objects have a variety of helpful and harmful effects.

As Vixen collects fox time icons a fox's head progresses along the display panel. Once the head has moved to its maximum setting and the current round has been completed, Vixen metamorphoses into a fox and enters a bonus level, underground. Here there are no aliens; but should she fail to finish before the time runs out Vixen loses one of five lives. Falling down a hole or into water terminates the fox level.

Bonus objects collected underground can be of use on the surface: mega whips kill all enemies with one hit and mega gems increase scoring potential. Any mega items currently in use are indicated on the status display which also shows time remaining, score and number of lives left.



Phwoar, what a tough girlie this Vixen is, charging around in the prehistoric jungle, with nowt for protection but her whip, and the strange ability to change into a fox. Vixen herself has a great time leaping and bounding around the screen, although I haven't yet worked out what most of the meanies are supposed to be: monochromatic sprites strike again(!). Sound consists of an instantly forgettable tune that unfortunately plays throughout the game, and an odd sound that is heard when the tough girlie ends a level or dies, it actually sounds as if she is laughing: strange that she should laugh at her own death, but then maybe she's happy to get out of the game. Overall an OK collect-em-up that I soon found boring, due mainly to the lack of variety.



▲ A digitised Corinne Russell (couldn't you tell?) whips up a frenzy



Hmmm . . . Once again marketing methods triumph over quality as yet another scantily-clad female is hitched to a mediocre game. Although the foxy nymphette is digitised, the animation looks stilted, sometimes to the extent of being comical (witness the case of the boogying drowning sequence), and only the fox movement is good enough to be described as 'film-like'. Some creatures look like they've been designed by someone with revolutionary ideas concerning anatomy, the more obscure resembling animated coffee tables and shambling pixel swarms. Gameplay is very uncomplicated: the action varies little beyond moving right and whipping objects and animals with no overall object apart from trying to stay alive. Repetitive, flawed and pointless, Vixen could provide entertainment for an hour or so, but only for Page Three fans seeking a new method of titillation.



If only this game was as provocative and dynamic as the underdressed stereotype which graces its packaging; unfortunately, when you load up the cassette and play the contents, you soon discover that this is yet (yawn) another one of those (yawn) horizontal scrolling shoot 'em upzzzzz . . . For shoot 'em up read whip 'em up, for aliens read gangly jungle blobs, for action read tedium. It's not terrible – the animation sequences (particularly on the fox) are quite good, and the sound is OK – it's just the gameplay and the endless sequence of whip 'n' run. Even the daft disco dancing death sequence doesn't provide enjoyment for too long, and once you've discovered the game's secrets (within five minutes), there's not much there to draw you back.

PRESENTATION 57%
Free medium-sized poster but no substantial options.

GRAPHICS 62%
Colourful, with some neat animation sequences, but on the whole, plain and unimaginative.

SOUND 48%
A bland tune which won't strike many as being the best piece of music on the 64.

HOOKABILITY 60%
A little too easy to begin with, but the transformation sequences and progression hold some small appeal.

LASTABILITY 32%
There's very little variety to draw you back unless the feeble crack of leather whips appeals.

OVERALL 44%
Lamb dressed up as scantily-clad mutton.

HERCULES

Gremlin Graphics, £9.99 cassette, £14.99 disk, joystick only

I hope you're listening, because this is a complex story. As all mythology buffs out there doubtless know, Hercules was the son of Zeus, chief of the Gods. His mother, however, was not Zeus' wife, but a mere mortal named Alcmene; as a result, Hera (Zeus' wife) hated Hercules. Clear so far? OK, then . . .

Apart from trying to poison him with serpents when he was an infant, Hera later bewitched him and made him kill his own children. When he recovered, he felt so much remorse that he was ready to do anything to make amends for his sin. Thus the Gods sent him to the King of Argos, who gave him 12 difficult tasks to complete: the Labours. The object of the game is to collect these Labours while fighting off sword-bearing skeletons one at a time.



So, Hercules has been a naughty boy and is being punished by having to complete 12 very difficult tasks; unfortunately, for me it was punishment enough to have to play the game. Maybe it's because I've seen so many of these beat 'em ups before that this one unfortunately did nothing to fire my interest. Graphically it's mediocre, porky main sprites doing their best to beat the hell out of each other, backed by pleasant scenery; the grating, repetitive tune is even less appealing. Playability is a joke: all it involves is beating the stuffing out of the skeletons and pick up the 12 icons as they bounce around the screen. I'm afraid Hercules **isn't a game that I would recommend to anyone.**



Some good ideas make this a beat 'em up with a difference, but after several games I felt that with more work it could have been so much better. The action is more repetitive than most other similar games: until the final confrontation, Hercules has to fight a never-ending army of indistinguishable skeletons in the same location. It was also a surprise to find that the 12 tasks are reduced to icon-bashing – a pity, since there's plenty of scope in the legend for a good arcade adventure. The soundtrack has a suitably Greek minstrel feel to it, but the thwack of club connecting with jaw is reminiscent only of a spoon dropping into a tin mug. Unless you have some kind of psychopathic urge to get as many fighting games as possible, remember the old reviewers' adage: try before you buy.

Hercules can only inflict damage to them when they are standing above a snake which slithers along the bottom of the screen. When a Labour appears on the screen, Hercules must hit it to send it flying into his urn. From time to time a spider will descend to try and steal a Labour from the urn and must be despatched with a hefty sword-chop to stop it.

Several moves are available to our mythical muscleman: these are graced with such amazing names as *The Mountain Shaker* (an overhead blow), *Pluto's Messenger* (leg sweep) and *The Crasher* (head blow). These are accessed in the usual fighting game style using combinations of directions with or without the fire button.

If Hercules manages to collect all 12 Labours he can take on the mighty Minotaur (loaded separately). This overgrown moo-cow is armed with a trident and deadly sharp horns with which he tries to gore Hercules. If this final opponent is overcome the game is won and a Greek victory message appears.



▲ Hefty Herc puts the boot into those nasty skellingtons



Though it's not the most incredible beat 'em up around, Hercules **is enjoyable for a short while. The graphics would be very good if there was any more variety – unfortunately, the backdrops, icons and sprites are all pretty unimaginative and the animation isn't all that clever. Sonically it's merely ordinary, with a passable tune and some bonk-clang sound effects – no grunts or screams to liven up the atmosphere. The action doesn't vary overmuch, and all the skeletons behave in the same way – a lot more should have been made of the legendary figures involved. It's probably worth checking out if you're a manic fan of the beat 'em up; however, when you look at classics such as** IK+**, it isn't in the same league.**

▼ *Hercules* – a game of luck and skull



PRESENTATION 48%
Sluggish joystick control and awkward multiload, but the option to fight in the final screen is appealing.

GRAPHICS 57%
Lack of variety in the backdrops and sprites and few frames of animation creates a dull and unatmospheric mythological environment.

SOUND 47%
A few feeble clangs and thuds complemented by a grating soundtrack.

HOOKABILITY 60%
The similarity of opponents and little diversity is only rescued by the attempt to reach the Minotaur.

LASTABILITY 32%
Once you've seen one skeleton you've seen them all . . .

OVERALL 51%
A boring and unimaginative attempt to create an original game.



TAKE 'EM ALL ON...
IT'S THE ONLY WAY TO LIVE!
Screen Star
Target Renegade is hugely entertaining and ample justification for a sequel ...it develops the theme and develops the game play no end on the original...Each man is four sprites ...all beautifully drawn with great comic touches. The dog is quite wonderful. Commodore User
TARGET; RENEGADE
PCW GAME OF THE WEEK
Target Renegade has the added essence of variety, which is not to be found on other games of this kind. Fear not, this is well worth the readies. PCW Game of the week
WAKELIN.
1P:001800
2P:000000
PAUSED
ENDURANCE
Every move you make, every step you take, they're watching you. Fight your way through the precinct – the back alleys, the car parks, fight your way through the villainous community, the skin-heads, the Beastie Boys, the bouncers. On a hot, steamy night in New York this is just the tip of the iceberg on your chilling quest to confront "MR. BIG". A spectacular arcade style brawl with many hoodlams and hellhounds to encounter – this is target Renegade – if it moves, it hurts!
CASSETTE
SPECTRUM
AMSTRAD
£7.95 EACH
£8.95 EACH
SPECTRUM
COMMODORE
imagine
...the name of the game
IMAGINE SOFTWARE 6 CENTRAL STREET MANCHESTER M25NS
TEL 061 832 6633 TELEX 669977 OCEANS G FAX 061 834 0650

ZZAP! TEST

SIZZLER

DARK SIDE

Incentive, £9.95 cassette, £12.95 disk, joystick with keys

●FREESCAPE returns in the stunning sequel to *Driller*

For 200 years the Ketars caused no trouble for the people of Evath, and the problems faced in *Driller* have become all but a distant memory. But now the fiendish race is back, and determined to cause even more aggravation than before.

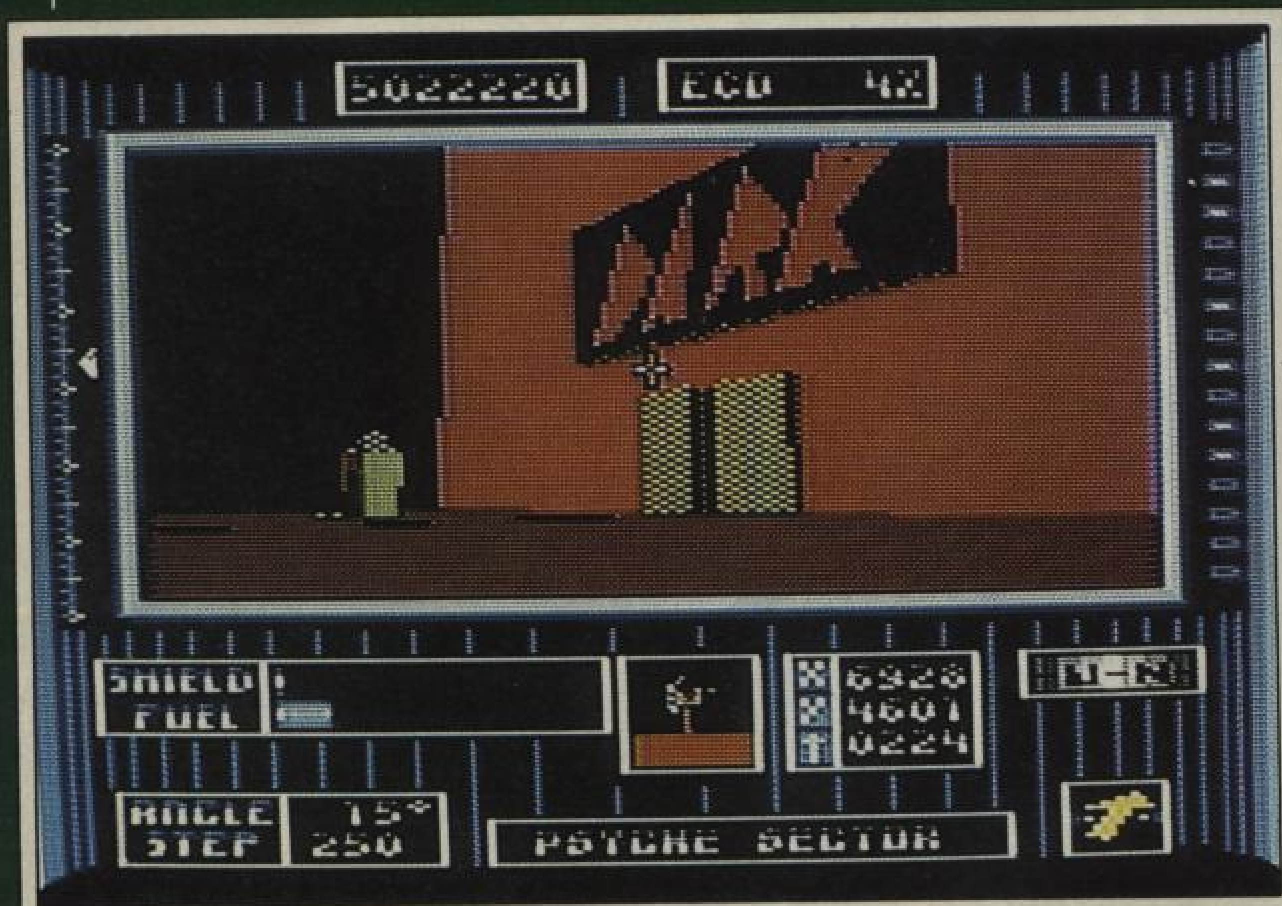
On the dark side of Evath's second moon, Tricuspid, the alien murderers have constructed a huge energy beam weapon *Zephyr One*, with which they intend to destroy Evath and every living creature upon it. Of course, this can't be allowed to happen, so the government of Evath have decided to send in their best agent to thwart the Ketars' evil plan.

That agent is none other than your good self, armed with quad lasers, a plasma band shield, a jet pack (to provide aerial views and explore elevated areas), and, most importantly since this moon has no atmosphere, a space suit. The mission objective is simple – destroy Zephyr One before it annihilates all in its path.



This can only be achieved by destroying the ECDs (Energy Collection Devices) scattered around the moon's surface. The solar cell suspended at the top of each ECD captures the rays of Evath's sun, converts the light into electrical energy and channels it, via a matrix of power lines to Zephyr One. It is these solar cells that have to be disabled, but some of the ECDs are connected to other active units, and if these are shot they immediately regenerate. As the ECDs are crippled, the power being passed to Zephyr One

▼ The Psyche Sector contains a building bearing the word 'Dark' – is this a clue or just a plug?





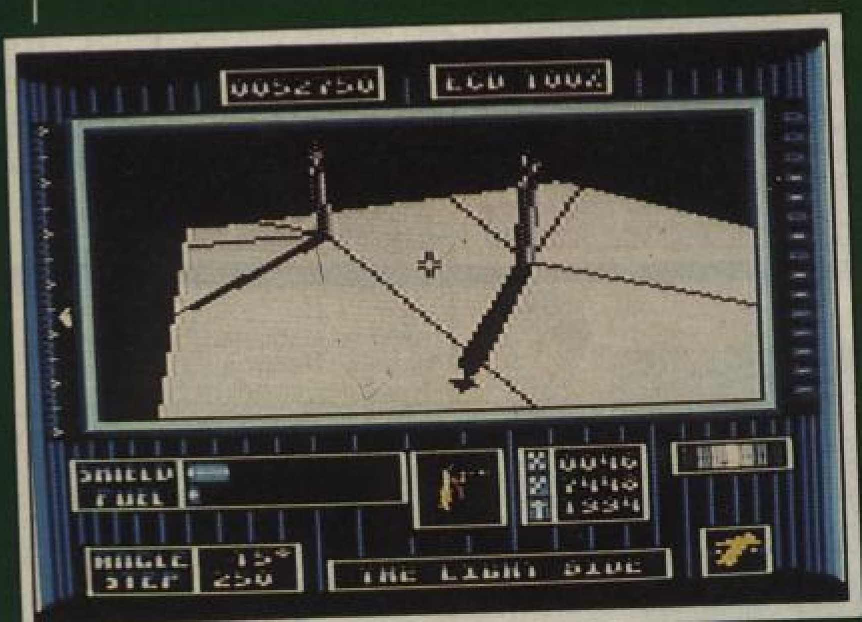


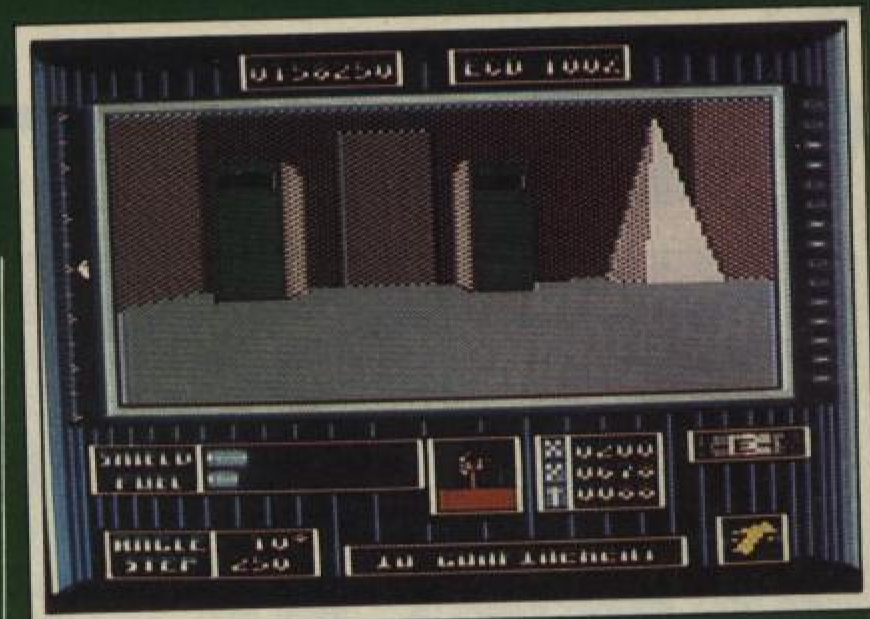
Incentive have done it again! First they unleash Driller **onto an unsuspecting public, and now hot on its heels comes** Dark Side**. The same type of fiendish puzzles featured in** Driller **are present in this game – only they're more difficult, and I'm sure many sleepless nights will be spent trying to crack them. Graphically it's great, with the Freescape system again being put to very good use, creating some stunningly solid-looking scenery. Sound is also good, with an eerie in-game tune adding a menacing edge to the atmospheric graphics. Those of you familiar with the control method of** Driller **will have no problems here, but first time players may find them a little confusing at the outset, especially considering the slow pace of the game. Fortunately, the programmers have again included an indicator to reassure you that key-presses are being processed, even if the display hasn't changed yet. As always, a little patience soon pays off, and once you get into** Dark Side **it'll keep you glued for hours. It's not completely different to the original, but it's easily another winner!**

As this is the second game using Incentive's Freescape **3D technique, I had hoped they'd manage to revamp the system to get some speed into it, but considering the number of pixels being shunted around the screen I suppose it was a pretty vain hope. This is a shame, because the speed of screen update and jump between frames is the only real distraction with** Dark Side**. Such slow movement creates problems reminiscent of those I had with** The Sentinel**, namely the difficulty in being able to turn around in time to destroy an enemy tank before it does the same to you. The U-turn key helps to speed movement up to a small extent but this remains a frustration. Compensating for such slothful movement means developing strategies to determine when and where to destroy tanks and ECDs, and this is where the game's real area of interest lies. Exploring Tricuspid, after practice, is a thoroughly absorbing experience, and discovering a new group of ECDs is always a delight (even if some of them regenerate two seconds after you've destroyed the tower-top!). Sound is more than competent, with a slow and moody piece of music which doesn't interfere with concentration, and in fact adds enormously to the atmosphere. If you have the patience,** Dark Side **is well worth a try, but don't expect a wild shoot 'em up. It's a tactical exploration game, and when treated as such it's got much rewarding gameplay to offer.**

diminishes, thus allowing the player more time to complete the mission. The amount of power being channelled into the super weapon's energy banks is shown as a percentage at the top right of the screen, and time remaining is shown as a binary display below it.

▼ A pair of Energy Collecting Devices stand mute witness to the imminent destruction of Evath





▲ There's plenty to search in this room in IO Confinement

I've no doubt that the rest of the ZZAP! team have made reference to Dark Side**'s slow screen update, but I beg to differ. I'll admit that initially it is rather frustrating to be slowed down by the capabilities of the machine rather than by not knowing what to do next, but the exploration bug quickly bites – and once it has, it just doesn't let go. The graphical rendition of the landscape will be familiar to players of the original game, but *Dark Side* has one or two wonders to marvel at – witness the Sphinx, pictured in this review, and believe! The Hagar soundtrack is excellent and creates a suitable air of suspense, though it still doesn't quite beat the theme that helped make** Driller **such a tense, atmospheric game. Don't buy it if fast shoot 'em ups are your only passion –** Dark Side **doesn't really cater for that breed of gamers. However, anyone who wants to use their brain a little and explore new worlds better get down to the software store and buy this, making sure they've got a few drums of midnight oil to burn.**



There are many puzzles and pitfalls in the game to hinder the unwary player, so he needs all the time he can get to disable the Plexors (tank-like defense units that open fire on anything that comes within range), to puzzle over the method of activating the telepods which give access to restricted areas, and to replenish flagging shield power and fuel reserves. Rest assured that all of these puzzles, and more, can be solved, but have you enough time to try, or will Evath be reduced to a pile of radioactive rubble?

▼ Your objective in *Dark Side*: the awesome Zephyr One weapon

PRESENTATION 88%
Good packaging and on-screen presentation, and the brief instruction manual only hints at the nature of the mission.

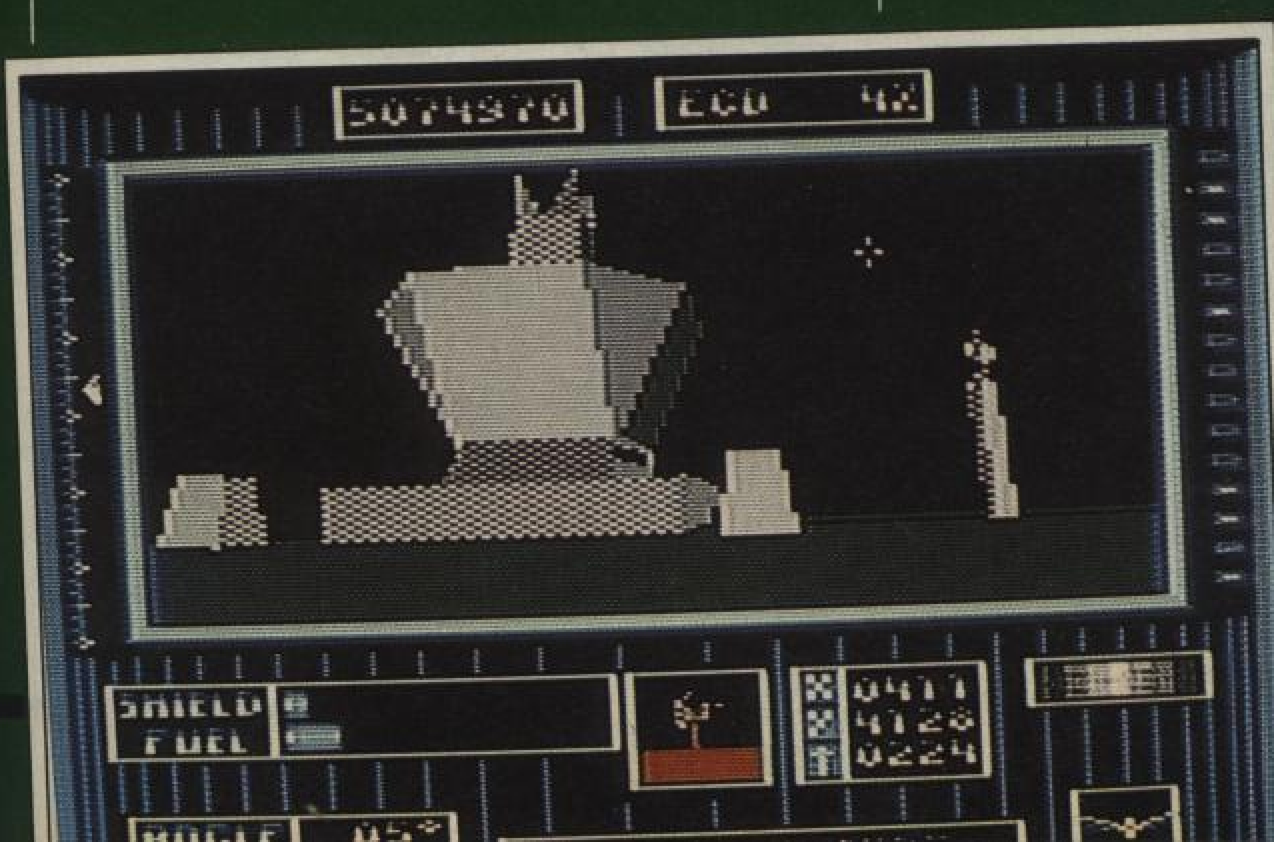
GRAPHICS 89%
Good use of the Freescape technique creates some slow but still pretty stunning graphics.

SOUND 90%
Choice of amospheric in-game tune or functional sound effects.

HOOKABILITY 81%
As with *Driller*, once you get over the slow pace of the game the devious puzzles draw you inexorably in.

LASTABILITY 96%
And they don't let go until you've completed it.

OVERALL 90%
A brilliant and more involved sequel which should appeal to most.



EVERY SECOND COUNTS

DOMARK £7.95 cassette, £10.95 disk, keys only

Every Friday evening, Paul Daniels hosts a jolly quiz show thing, which only one of the ZZAP! lads claims to watch. Now, those clever chaps from Domark have taken the idea and turned it into a computer quiz game called, amazingly enough, *Every Second Counts*.

The first decision you make is how many teams are participating (a choice of up to three), then you adopt a character and his/her partner: a pointy fingered icon appears above a rogue's gallery of six people, three male and three female. Once a choice is made, the player is asked to select one set of questions out of a possible five.

The first round, like all the others, involves answering true or false to a series of questions which appear at the bottom of the screen; the answers are revealed at the top. Up to nine questions are available in a round and, as in the TV programme (so we're told), if one pair answers incorrectly, they are frozen out. Each question is worth two points, and the couple with the lowest score start each round.

Round two is the same, but the players swap positions. Once as many of the questions as possible have been answered, the first bonus section appears. The player types in the answer: if correct first time they earn a ten second bonus; if incorrect, each subsequent wrong answer loses one second from the clock. If, at the end of ten attempts, the answer is not found, the poor competitors earn zilch.

On the TV programme the contestants are given the chance to





As with Blockbusters, **the TV Games programmers have made the best of an uninspiring job: playing** Every Second Counts **manages to provide some entertainment for a few games. The questions themselves are varied in subject and suited to the show's style – sometimes humorous and rarely difficult – and the addition of a reaction test adds a little excitement to the proceedings, particularly in the final round when seconds are vital. Graphics and sound are used well, and though the tune isn't the greatest, it's not offensive. However, as with all such games, this stands or falls on the length of time before questions start being repeated. With only six sets to load in it doesn't take that long; at any rate, the question supply outlasts general interest in the gameplay.**



Oh no, not another computer game based on a TV quiz show! Yep, following hard on the trail of Bob Holness and co, Paul Daniels has to stick his oar in. At least there is one consolation – no digitised Paul Daniels phizog looming on the screen, although one of the contestants does bear an uncanny resemblance to Steve Davis. This type of game is great fun for a while (and I'm a fan of the TV show), but sadly the inevitable flaw crops up time and again. The questions are all right when asked the first or second time – and can maybe be tolerated a third – but after that the novelty wears thin, and so the game quickly finds itself relegated to the back of the software shelf. It's fun to play for a while, but the lack of variety in the question department soon leads your attention elsewhere.

DARK CASTLE

Mirrosoft, £8.99 cass, £12.99 disk, joystick or keys

The Black Knight is not the most amiable character you could wish to meet. For years he's been terrorising the locals and, since he's pretty powerful, the population are afraid to take up arms against him. All except for one young man who, with nothing but a supply of rocks and his skill and courage, dares to face the sombre terrors of the sinister fortress.

The Black Knight's castle comprises 14 chambers split into four areas marked by doors: Trouble, Fireball, Chamber, and Shield. Entering either the first or second door puts you randomly in the Trouble or Fireball areas, the third places you in the Knight's Chamber, and the fourth in the Shield area.

Sixty rocks are provided at the beginning of the game: these are vital in combatting the variety of guards, bats, rats and other fiendish, benighted and befanged inhabitants of the castle. As usual, contact with any of the baddies brings instant death, and a loss of one of the player's four lives.

Somewhere within the rooms lurk the only two items that can destroy the Black Knight: fireballs

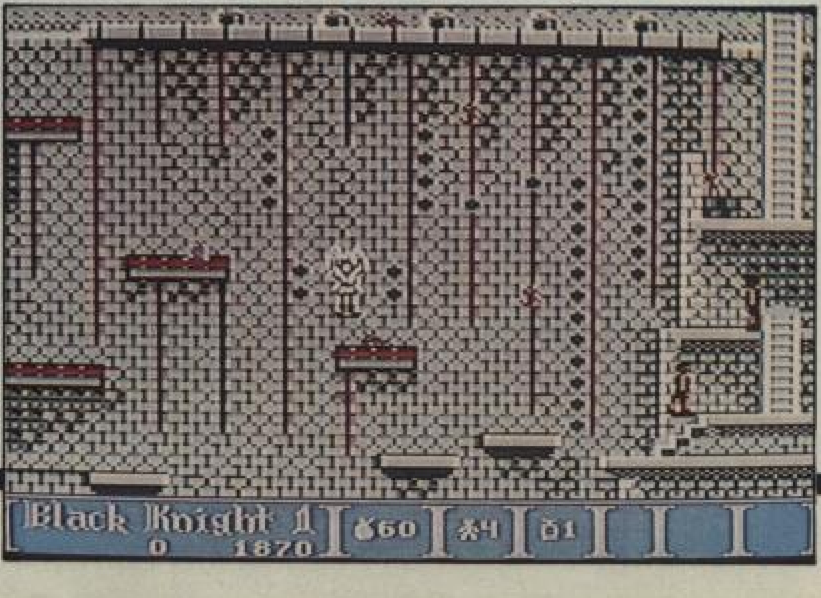


Oh dear, I never thought I would see the day that Mirrorsoft released a turkey of a game, but sadly that's exactly what Dark Castle **is. Graphically it's dire, with crude, cardboard cutout sprites hobbling around bland backdrops; sound is little better with a dubious choice between retarded spot effects and an inoffensive tune that prattles away to itself, but thankfully doesn't become annoying. What is annoying, almost to the state of throwing the computer out of the nearest window, is the infuriating multiload system. Almost every screen is separately loaded – if this was a decent game I wouldn't mind quite so much, but for this, it's not really on. I can't really believe that this product comes from a company who've had such brilliant releases in the past.**



It's excusable to put something like Defender of the Crown **on two sides of a disk, but I would question the sense of doing the same with a four level platform game, no matter how good it is. So much space is used up on the same icon selection system sported by the 16-bit versions, but the 64 version wouldn't suffer at all by its absence. Another drain on memory is the constant use of digitised sound, which is justified on machines such as the ST which have a poor sound chip and bytes to burn, but I'm sure skilled use of the SID chip could better some of these crackling samples any day. With better planning and restructuring for the smaller machine,** Dark Castle **could have been good – the graphics are certainly well up to scratch, and the high level of control the player has over his character is remarkable – but the constant disk flipping soon became irritating, and I dread to think what the cassette version will be like.**

▶ Ropes galore – and no flippin' floor!



win fabulous prizes – no such luck on the computer, however. This time up to seven triangular lights must be extinguished by picking a category from a choice of two. The amount of seconds earned in the main part of the game are displayed, as are the three possible answers to the question asked. At first, four of the seven lights must be extinguished; with subsequent questions five, six, and finally seven lights have to be put out,

PRESENTATION 69%
Adequate instructions, and a three 'team' play option.

GRAPHICS 67%
Neatly drawn contestants; but generally, the graphics are simply functional (and why does the colour of their sweaters change every so often?)

SOUND 41%
Barely tolerable title tune, not much else.

HOOKABILITY 70%
Fans of the TV show will love it; fans of quiz games will quite like it; fans of neither will hate it.

LASTABILITY 38%
The lack of variety and limited number of questions won't keep many playing for long.

OVERALL 52%
Doesn't have the lasting potential to be a great game.

and a shield. The fireballs are reputedly made by a wizard – finding him may aid in the search – and the shield is an enchanted object that renders its user invisible. It is only with these weapons that the player can search out the evil Knight and destroy him.

PRESENTATION 25%
Sparse instructions coupled with a very annoying multiload system. The icon selection system is a waste of memory.

GRAPHICS 52%
Very small, detailed and generally well animated, but sometimes basic to a fault; lacking in colour.

SOUND 48%
Wide use of samples, none of which are brilliant; the overall effect is reasonable, however.

HOOKABILITY 39%
Any initial interest is squashed by the long-winded multiload.

LASTABILITY 26%
The endless disk access is disproportionate to the number of screens offered (only four!).

OVERALL 41%
An unusually poor release from Mirrosoft.

DREAM WARRIOR

US Gold, £9.99 cassette, £11.99 disk, joystick only

It is the distant future, when governments are things of the past and world power is held by Mega Corporations which are in turn under the thumb of the Focus Fellowship.

Focus have perfected the power to place demons in the dreams of anyone who dares threaten their authority. The most evil of the dream demons, Ocular, has been implanted into the dreams of three renegade Astral Scientists or ASMEN, imprisoning their minds in separate locations. Two are held in separate blocks of the offices of Megabuck Inc, but the third is captive in the Ocular's own world, the Wyrm Planetoid.

The player takes control of a fourth ASMAN who has put himself to sleep to explore the dream worlds where his captive colleagues are kept. He begins his quest in the scrolling corridors of Megabuck Inc which are patrolled by Ocular's lackies and Demi-Demons all trying to end the ASMAN's dream by depleting his dream energy. When all the ASMAN's dream energy is gone, he wakes up, and the game is over.

To protect himself the ASMAN can destroy his assailants with a laser, leaving behind coloured Psy-Globes. Blue Psy-Globes gradually restore the captured ASMAN's psyche, represented by the gradual building up of a picture at the foot of the screen. Green globes allow the player to enter a dream hopper to take him to the next dreamscape, while red globes give access to wall safes from which lost energy can be restored. The grey globe, opens the doors to a lift connecting two floors of each level of the Megabuck building.

To make things even more difficult, the corridors of Megabuck are blocked in strategic places by force fields, which open for a limited time if the ASMAN picks up two passes from the floor.

Recovering the minds of the first two ASMEN from Megabuck Inc allows the player to progress via dream hoppers to the Wyrm Planetoid where the last scientist is held by Ocular. After rescuing the ASMAN, the player takes off in a flying sloop in which his final attack on Ocular is launched. Repeatedly blasting the demon's multiple eyes destroys its evil dream incarnation and sends it back to its shadowy realm.



On first loading up *Dream Warrior*, the impression was one of overall competence. Unfortunately, this belied the more durable feeling of mediocrity which took root after I actually took hold of the joystick and played the game. One major annoyance was picking up the the force-field passes right next to the force-fields, which only open for long enough if you first collect the furthest pass, then the one nearest the barrier. The slightest delay blocks the corridor and replaces the passes, so the player is stuck next to the field, and running back picks up the passes in the wrong order, screwing up the timing element and leaving the corridor impassable. Apart from this excitement, only three levels of bland run-left-run-right-blast action soon had me in the land of dreams.



Good grief! I don't think I can remember US Gold releasing a game that wasn't a license of some kind or other, and looking at *Dream Warrior* it's pretty easy to see why not. Graphically and sonically the game isn't too bad, though the unchanging techno-wallpaper backdrops of the first couple of levels do have a retarding effect on interest level. However, the real yawner is the action, which undergoes very few changes during the whole game, and even at the end there's precious little excitement to be gleaned from destroying Ocular. If only there was more to the game, US Gold could have had something reasonable on their hands, but instead all they have on their hands is something slightly whiffy. Buy it only after an extensive preliminary test.

PRESENTATION 51%
An unremarkable title screen and on-screen presentation.

GRAPHICS 65%
Well designed and animated sprites, but the backdrops are pretty invariant.

SOUND 58%
Above average tunes and spot FX.

HOOKABILITY 48%
Gameplay is repetitive, right from the start – and it's a little too easy to get into.

LASTABILITY 31%
Only three levels of boring action means that interest is short-lived.

OVERALL 49%
A pretty snoozeworthy arcade adventure which doesn't represent good value for money

► The sleepytime soldier, having dodged the Wyrm's head, is about to mount his sloop



TEST

TO HELL AND BACK

CRL, £9.95 cassette, £14.95 disk, joystick only

Nothing is safe anywhere these days, not even in Heaven. I mean, it comes to something when any old Tom, Dick or Mephisto can sneak in and make off with the Ten Commandments. This same dastardly devil has allowed his demons to run amok with them – how disrespectful can you get? Well, even more than this it seems, since the scoundrel has stolen the Archangel Bertram's horn!

Controlling Bertram, you negotiate a path around Netherworld, battling a variety of spooks such as ghosts, zombies and skeletons with your halo: this stuns the attackers and transforms them into angels, allowing them back into Heaven.

The first level consists of a two-way horizontally scrolling screen dotted with firepits which the player must jump using various platforms. Contact with any of the monsters encountered saps your angelic energy (shown as a figure from 0 to 100 in the display at the bottom of the screen). If this is allowed to drop to zero, Bertram shuffles off his immortal coil; however, energy is topped up by collecting the Bibles that appear periodically.

At the end of the level a large monster is defeated to reveal one of the Commandments and allow access to the further levels: these consist of more hazard-filled scrolling mazes with eldritch and demonic beasties hidden at the end of murky tunnels.

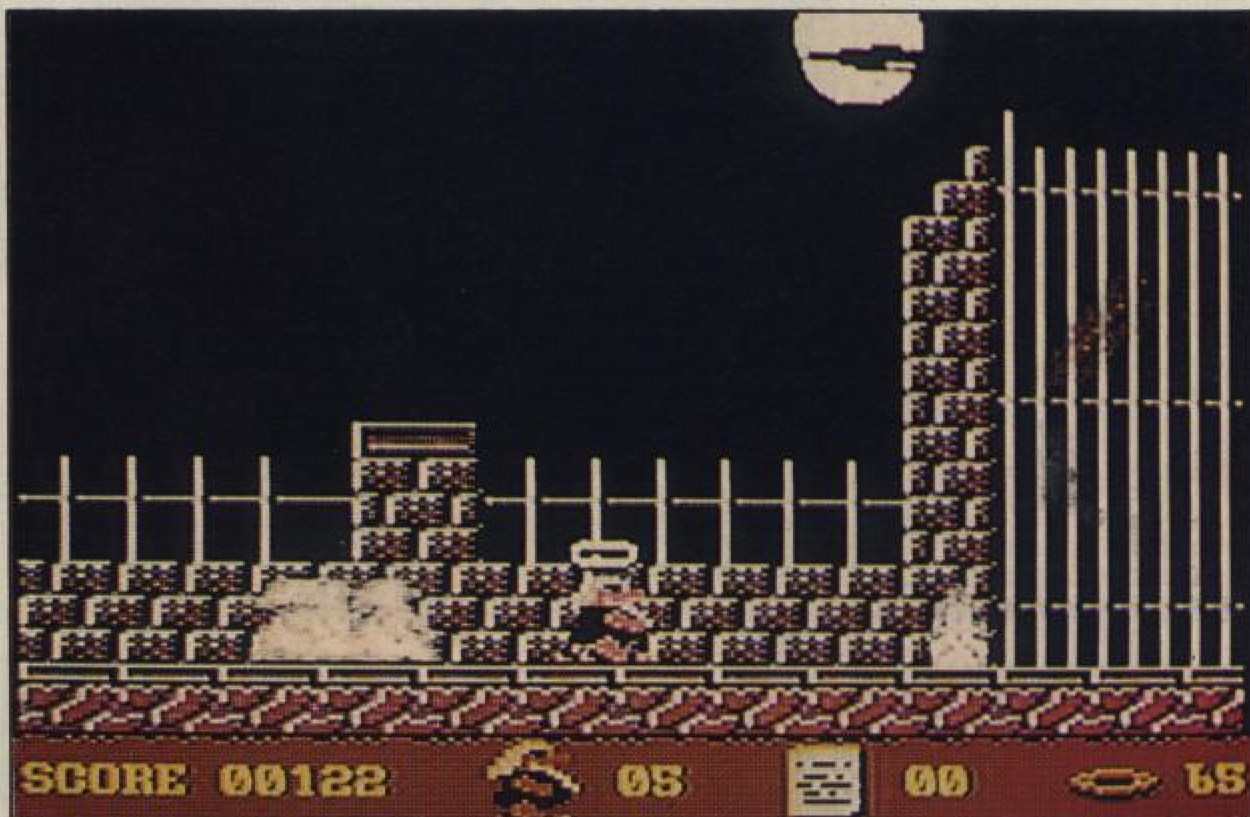
Collecting all ten Commandments leads to the final confrontation with Mephisto, in Hell; unfortunately, he has the odds in his favour, with wolves, snakes and gophers(!) at his side. Defeat him and the horn is yours forever – and who knows, you might just be promoted to Big G's right hand man . . .



This maintains a neat balance between a threatening atmosphere (suggested by the sombre backdrops) and humour (in the bouncy music). The initial appeal lies in exploring the depths of Netherworld, which is inhabited by some smarty defined monsters scurrying over occasionally pretty backdrops: it's fairly standard fare in the gameplay stakes. The tune, however, is very repetitive and soon becomes annoying (for this reviewer, at any rate!). It's little more an average platform/search game in the Ghosts and Goblins **mould, let down only by lack of polish: however, the Elite version is still far better and, despite its age, I would choose it over this.**



After a string of poor releases from CRL, they've proved there is life after Trigger Happy **with this reasonable** Ghosts and Goblins **clone. First impressions – chunky graphics and an inappropriate soundtrack – fail to inspire visions of supernatural encounters, but after a few minutes play it becomes an enjoyable blasting platform romp. The idea of using a boomerang-style halo as a weapon is quite clever, and this lack of seriousness throughout helps excuse the game's aesthetic shortcomings. As play progresses, the standard of graphics increases so interest doesn't drop away as quickly as you would expect. Ten quid is a bit steep considering the comparative lack of polish, but this is a CRL game which is, for once, worth a look.**



▲ Ugly graphics hide halo-hurling high-jinks



▼ The porky monk only jumps about like this for the exorcise



OK, To Hell and Back **is not exactly state of the art, but it is a damn sight more playable than some of the other CRL turkeys currently on offer. Visually and aurally it's OK: a tubby Archangel sprite trudges his way across the meanie infested backdrops, and the sound consists of a pleasant, if repetitive, tune that plays throughout, but thankfully doesn't drive you up the wall. The going is tough at first – a fact not made easier by the maniacal denizens of the underworld trying to bump poor old Bertram off at the slightest chance – but patience reaps rewards. Overall, an average platform collect 'em up, that will keep you occupied, for a while.**

PRESENTATION 47%
Poor instructions, otherwise average screen display and joystick control.

GRAPHICS 40%
Smooth scrolling and (sometimes) pretty backdrops marred by chunky and blandly coloured sprites.

SOUND 51%
An inoffensive tune plays throughout.

HOOKABILITY 69%
The urge to explore new levels rescues the game's feeble presentation.

LASTABILITY 55%
There are enough levels there if you can ignore the poor graphics and occasionally frustrating gameplay.

OVERALL 59%
An average platform collect 'em up in the *Ghosts and Goblins* mould.

TECHNICAL DEVELOPMENTS

THE EXPERT BACKUP CARTRIDGE

- *Most advanced backup cartridge in the world.*
- *Unlike all other backup systems the expert uses Ram, therefore the software actually loads into the cartridge and stays there until turned off. Because of this the Expert is always on top of the latest protection methods.*
- *Comes with latest 3·2R software.*

BACKING UP: No matter how the program was loaded the expert will copy from tape/tape, tape/disk, disk/disk, disk/tape. All backups saved in one file. Cartridge not needed for reloading.
MEGA UTILITIES: Disk fastloader "Boot" takes no disk space up! Loads backups in average 25 seconds. Rocket loader enables disk files to load back in an average 6 seconds! Tape backups use a reliable fastloader, reloading takes less than 2 mins. Disk version includes fast disk formatters etc.,
MACHINE CODE MONITOR: The best machine code monitor available. Use it to learn machine code, a hackers dream due to the expert revealing any part of memory. Includes all usual monitor commands and more! Add pokes cheats from magazine.
PRINT OUT: Print out your machine code listings or even your favourite hires or multi-colour screens. Works on all CBM compatible printers!
SPRITE EDITOR & CUSTOMISER: Change all the sprites in a game, customise them to your needs!
EXPERT EXPRESS: Turns the Expert into a dedicated fast loading cartridge. It even loads programs over 202 blocks.
OTHER FEATURES: Integral reset button, automatic infinite lives finder, joystick auto-fire enabler, joystick part swapper.
The Expert contains no less than 26 programs on disk. We know it's the best. Try it out, you won't be dissappointed.
Please specify disk or tape when ordering.

Only £29.99

P.R.I.S. AMIGA SOUND DIGITIZER

- *As good as if not better than more expensive digitizers*
- *Easy to us, no soldering, no knobs to turn, no desk space used. In fact its at least half the size of a standard cassette!*
- *Digitally record any sound onto the Amiga, own voice, music from your tape recorder, walkman etc.*

Comes with instructions, 6·35 & 3·5 plug on jack plug adaptor for walkmans etc.
Also fully compatible with other leading software, perfect sound, Aegis audiomaster & many more.
Why pay more! PRIS offers amazing value for money. State A500, A1000 or A2000 when ordering.

Normal price £49.99

Only £38.99

When you've received you Digitizer send off for **FREE** Public Domain Sound Digitizer Software!



TAPE HEAD ALIGNER V2

- *Quick and easy way to align heads*
- *Stops many loading problems arising*
- *Works on all CBM type datasettes and all C64, 64C, 128 computers and suitable for colour or black and white TVs!*

Hundreds already sold. Why? This is the best for its price so forget more expensive 'imitators'.
Now includes special high speed loading program which makes sure you've aligned your heads correctly and still incudes **free tape head cleaner and screwdriver!**
Includes comprehensive instructions
If demagnitizer and solution is also required add £1.79 extra

Only £5.99

UNSTOPPABLE RESET CARTRIDGE

- *100% guaranteed to reset EVERY 64 game available*
- *Fits into cartridge port*
- *Protected against damaging your computer (unlike others)*
- *Works on C64, 64C, 128*
- *Quite simply the best available and comes with instructions*
- *Add pokes, cheats etc from 64 mags.*

Only £4.99





COMPETITION PRO 5000

- *Arcade Quality joystick*
- *Super sensitive micro-switches*
- *Dual fire buttons*
- *One of the most robust joysticks available*
- *RATED 97% in ZZAP 64. Convinced!*
- *A highly rated joystick. Get yours while the price is right...*

Normally £14.95

Only £12.99

DISECTION

- *High quality 5.25/3.5 disks at amazing prices*
- *All disks 100% tested and error free*
- *No quibble replacement guarantee*
- *Labels, write project tabs & sleeves included*

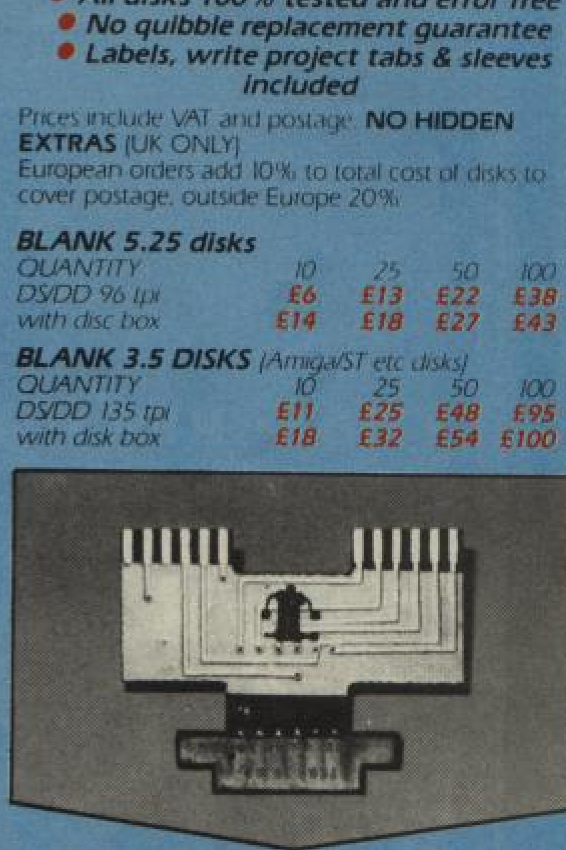
Prices include VAT and postage. **NO HIDDEN EXTRAS** (UK ONLY)
European orders add 10% to total cost of disks to cover postage, outside Europe 20%

BLANK 5.25 disks

QUANTITY	10	25	50	100
DS/DD 96 tpi	£6	£13	£22	£38
with disc box	£14	£18	£27	£43

BLANK 3.5 DISKS (Amiga/ST etc disks)

QUANTITY	10	25	50	100
DS/DD 135 tpi	£11	£25	£48	£95
with disk box	£18	£32	£54	£100



TAPE/TAPE BACKUP BOARD

- *The ultimate tape duplicator*
- *No controlling software needed*
- *Backups multi-load games*
- *Works on 64, 44C, 128, VIC20, PET*
- *Requires access to two CBM type datasettes*
- *100% successful*

Very easy to use. Backs up every tape game as it's loading. Now known as the **best** product of its type.

Only £8.99

or with CBM Type Datasette

Only £31.99

AMIGA EXTERNAL DRIVE SWITCH

- *This handy gadget enables you to disable your external Amiga drive without unplugging it!*
- *No soldering required*
- *Simply plugs into disc drive port*
- *Cures all software problems caused when the second drive is normally connected*
- *Amazing price and a must for all Amiga external drive users*

Only £9.99

How to order...
All prices include VAT and Free postage (UK only)
Payment by:- cash, cheque/postal orders made payable to:- "Technical Developments"

Overseas ordering...
Payment:- Sterling only please.
Postage charge if not stated
Europe £2.00 Outside Europe £3.00

Tel (0274) 734678
Phone lines open 9am - 6 pm Monday to Friday only
If you need any hardware not listed ring us for a quote
Govt and school orders welcome

TITLE Mr/Mrs/Miss INITIAL: .... SURNAME: ....

ADDRESS: ....

....

.... POST CODE ....

QTY	ITEM	PRICE

TOTAL INC. POSTAGE (Free for UK) £

PLEASE USE BLOCK CAPITALS

Technical Developments
Dept 2, 17 West View,
East Bowling, Bradford,
West Yorkshire,
England BD4 7ER



FEAR . . . EXPERIENCE THE AWE WONDER TERROR THRILLS OF THE BEST IN HORROR S.F. FANTASY LISTEN TO THE AUTHORS FILM-MAKERS EXPERTS IT'S PALPABLE . . . TASTE FEAR NOW!

Please note: the contents shown on the Issue 1 cover above are only intended to convey an impression and may not be the same as the contents actually published in the first issue.

SEND NOW FOR YOUR FIRST COPY!

I HAVE KNOWN NO FEAR AND WOULD LIKE TO TASTE SOME!

Please send me a copy of Issue 1 of **FEAR**, Britain's most exciting new Fantasy magazine, price £2.50 (post+packing included.)

Name ....

Address ....

....

....

.... Postcode ....

☐ I enclose £2.50 cheque ☐ I enclose £2.50 postal order

Made payable to **Newsfield Ltd** please.

On the other hand, I'm so excited by the prospect of **FEAR** that I would like to subscribe, and I understand that there is a subscribers' discount plan and some amazing special offers. Please send me the details immediately . . .
Please tick this box if you would like subscription details: ☐

Send form to:

FEAR OPENING OFFER, NEWSFIELD, PO BOX 20, LUDLOW, SHROPSHIRE SY8 1DB

DO YOU DARE ENTER . . .

FEAR

On sale from June 16

BUDGET TEST

ZZAP!'s monthly round-up of budget software

AQUANAUT

Power House, £1.99 cassette, joystick or keys

Alien forces are polluting the Earth's oceans, causing its flora and fauna to mutate into terrible and deadly creatures. The sole resistence to their dastardly plot is the Aquanaut, the world's most technologically advanced submarine.

The undersea terrain scrolls horizontally from right to left, the distance covered being registered in a status display. This also displays the score and high score, damage sustained and torpedo status.

Aliens encountered include marauding electric eels, killer fish and deadly seaweed. Additional hazards come from Navy depth charges, air bubbles from exploding creatures and projectiles launched by the underwater denizens. Should the damage meter reach maximum, the game ends.



Don't be misled by the main sprite's resemblance to Sixties super-sub, Stingray **– the adventures that submersible had were far more exciting than anything that happens in** Aquanaut. **The gameplay is so invariant that it soon becomes an exercise in pressing the fire button as fast as possible, and attempts to dodge many of the creatures are in vain because they are in such abundance. Though the undersea backdrops are on the whole reasonable, some of the sprites exhibit terrible flickering. Nothing in the game reaches a high enough standard to urge me to recommend it, so I won't.**





Although it's not brilliant, Aquanaut **does hold some attractions. The sound effects consist of whistles and bubbly squeaks which are appropriate if not astounding. Graphically it's average, with colourful and diverse backgrounds let down by pretty unimaginative (and occasionally flickery) sprites. The gameplay is standard shoot 'em up fodder: waves of aliens and a blaster to obliterate them – no marks for originality, and no frills to spice up the action. If you haven't got many games of this type, it could be worth a look; otherwise forget it.**

PRESENTATION 68%
Demonstration mode, highscore table and decent inertia control method, but the instructions are poor.

GRAPHICS 67%
Varied and colourful backdrops marred by unimaginative and flickery sprites.

SOUND 42%
Unusual subaquatic bubble 'n' squeak sounds.

HOOKABILITY 59%
Initially interesting for the altered scenario and decent backdrops.

LASTABILITY 32%
The unoriginal and uninspiring action soon loses its appeal.

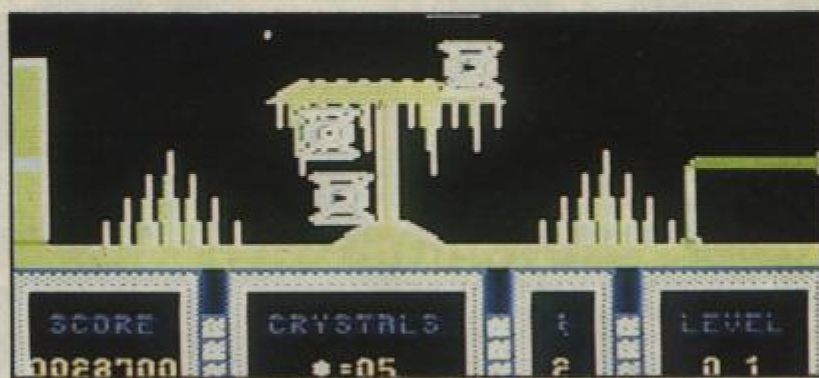
OVERALL 43%
Yet another reasonable but unspectacular budget shoot 'em up.

DESTRUCT

Power House, £1.99 cassette, joystick only

Success in *Destruct* depends on completing 20 strife-torn levels of death and destruction. In a battle-armoured jet suit, the player fends off enemy aircraft and guided missiles whilst avoiding deadly landscape features.

The two-thirds playing area is supported by an information panel which details the score, player, crystals collected, lives remaining and current level. The planet scrolls from right to left: rocks are destroyed to release crystals, collection of which provides ammunition to defeat the end-of-level mothership. In the bonus stage a friendly alien carries the player to the next section: during the journey a red energy orb is kept on screen for extra points, followed by a brief and deadly asteroid belt.





The diagonally-bouncing head routine that greets the player's every death is typical of the level of sophistication of this whole game. Murky sprites, garish backdrops and aggravating sound effects give Destruct **the aura of a game you play for 20 minutes of your life and then abandon to some bottom drawer. This is trigger-pulling at its most basic and plugging away at wave after wave of aliens is remarkably difficult, so frustration soon overcomes any urge to continue. There isn't enough entertainment here to merit even a two quid price tag, and I'm sure your time and money are destined for better things.**



Some aspects of this standard budget blaster are quite appealing. The graphics range from clumsy and bland to cute and colourful, some backdrops being outstanding; the sound is pretty mediocre, with occasional silly touches. The alien patterns are repetitive, but the gravity on your jetman and the need to collect crystals adds a bit of spice. Ultimately, it's only the presentation (apart from the absurd death sequence) which saves it from obscurity: the two player option and the appealing inter-level bonus sequences as you guide a snaky creature to the next section. It's worth a look if you're after a blaster with something more than just alien bashing; otherwise save your money.

PRESENTATION 73%
One/two player option, demo mode, interesting inter-level sequence and attractive screen display.

GRAPHICS 42%
Varied and colourful backdrops with a basic parallax scroll, but nothing special.

SOUND 45%
Music and sound effects, both of which are fairly unspectacular.

HOOKABILITY 57%
The initial lure is simply to progress to the next level; the gameplay is otherwise derivative.

LASTABILITY 29%
20 levels to conquer, but the action is too familiar to provide much lasting interest.

OVERALL 38%
A playable but quickly tedious blast.

BRUCE LEE

Americana, £1.99 cassette, joystick only



As the legendary martial arts expert, your aim is to discover the secret of immortality and gain infinite riches by infiltrating the wizard's fortress and finding his secret treasure cavern. The fortress is booby-trapped with electrical charges and and defended by the wizard's two guards – the Ninja and the Green Yamo.

Moving from one cavern to another, you must collect the lanterns which will open the door to the next chamber. You can punch and kick the Ninja and Yamo, who can survive two and three blows respectively before they disappear to recuperate. Bruce can take three blows from his assailants before losing one of his five lives, but a touch of an electrical charge or spikes means instant loss of a life.



I first played this game about five years ago on the Atari, and thought it was great. Although Bruce Lee isn't as graphically or sonically good as some of the more recent games on the market, it's far from being a dusty old fossil, and still manages to be very addictive. Just trying to work your way past the various traps and pitfalls, the vicious Yamo and his bokken stick-wielding companion, and then finally killing the evil wizard, will take many hours of play, every second of which you'll enjoy. Go out and buy this game now, it's well worth the £1.99 price tag.



I was delighted to discover Americana were rereleasing this, as Bruce Lee is one of my all-time favourite games. Both the graphics and the sound are totally outdated, the gameplay's not exactly a new concept, and the two attacking moves are obviously nothing in today's world of IK+ and Bangkok Knights. However, the combination of platform and fighting games provide a rapidly addictive diversion. If you don't already have a copy of Bruce Lee you *must* buy it at budget price – it's a classic game with massive playability and you'd be mad to miss it the second time around.



PRESENTATION 83%
A number of player options, including the possibility of a friend taking the role of the Green Yamo.

GRAPHICS 54%
Clear and functional, if a little gaudy in places.

SOUND 49%
Grating title tune and a few good spot effects.

HOOKABILITY 91%
The urge to see the wizard's entire fortress is soon addictive.

LASTABILITY 95%
You won't rest easy until you've seen the entire game.

OVERALL 92%
A classic platform game with unmissable addictive action.

CRAZY PAVING

Top Ten, £1.99 cassette, joystick only

Howard the Robot's job is to lay 60 paving slabs in four gardens, each on a different level and each with its own patterned or coloured stones.

Stones are laid automatically as Howard passes over an area of nine dots; the right hand icon on the information display shows which slab is to be laid next. Each garden is a four-way push scrolling area, comprising lakes, grass, walls and beehives. Keys are available which open gates to otherwise restricted areas.

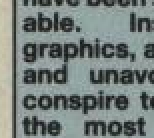
Other creatures and obstacles hinder the mission: spiders (squashed with rollers) are harmless, but bee swarms, kites and wandering umbrellas all lose one of five lives. Energy decreases with time but is increased by standing on a flashing power square.

▼ ***Crazy Paving*** **– more fun than having a nest of enraged hornets thrust down your trousers**





This is one of the most tedious, laborious and sluggardly games I've ever played: with faster and less restricted movement, more cute and colourful graphics and a greater emphasis on blasting action it could have been decent. Unfortunately, the graphics are basic, bland and badly animated, the sound is unappealing and the action consists of wandering (slowly) backwards and forwards around the landscape picking up keys and objects and solving annoyingly simple puzzles. So much could have been made of the concept but so little has: if there's one game to avoid this month, this is it.



If more attention had been paid to just about every aspect of this game, it could have been something respectable. Instead, unartistic graphics, awful sound effects, and unavoidable deaths all conspire to make this one of the most unlovable games ever. It's a shame, because the actual game design isn't that bad, and it's quite easy to make fast progress by picking up keys and rollers and travelling between levels. When this is all there is that you can easily do, though, tolerance for all the annoyances just fades away and you are left with the epitome of computer ugliness and two fewer coins in your pocket.

PRESENTATION 42%
The limited four-way movement is the only deficiency in an otherwise average front end.

GRAPHICS 16%
Very basic and not particularly colourful or cute.

SOUND 8%
Instantly forgettable combination of an annoying death tune and basic blips.

HOOKABILITY 20%
Initial exploration is moderately interesting, apart from the slowness of movement.

LASTABILITY 4%
It's unlikely that the game's combination of sloth and tedium will appeal for long.

OVERALL 10%
A laborious, slow and very dull arcade adventure.

POLTERGEIST

Code Masters, £1.99 cassette, joystick with keys

At the controls of an Exorcist space craft, the player uses seven forms of fire power and smart bombs to blast the minions of the evil Poltergeist off 32 horizontally-scrolling planets. Running into the aliens, or being hit by their shots, depletes the Exorcist's shield.

Extra weapons are obtained from the keyboard after shooting lollipop-shaped power transmuters on the ground. Completing each level entails the destruction of all the alien generators on the landscape, whereupon a landing pad is activated which warps the Exorcist to the next sector.



OK, so this isn't original in the slightest, and even some of the graphics look similar to those in other games. Even so, there's plenty of speedy fun on offer here for the mindless blaster, with plenty of extra weapons to collect and even more aliens to demonstrate their effectiveness to. The fly in the ointment was the lack of displays for score, shield and lives during play. The shield gauge was particularly missed and led to some rather unexpected deaths when my defences ran out without telling me. If you can stand that minor flaw, though, there's no reason why you shouldn't take this opportunity to take the weight off your pockets.



▲ Dealing death to the Poltergeist's hordes with a trio weapon



Poltergeist **is fast! I spent most of my time on the first few attempts wrapping my spaceship around the multitude of obstacles and buildings that litter the playing area. But once a bit of control over the ship was gained, the serious business of blowing the hell out of the variety of meanies could begin. Graphically** Poltergeist **is good, colourful and solid looking sprites whizz merrily around the hostile landscapes. Sound is also good, with a decent title tune, but sadly rather ear grating sound effects. Overall an enjoyable 'blast anything that moves' type of game that gets my seal of approval.**

PRESENTATION 44%
No in-game displays for shield, score, or lives. Weapon select uses a clumsy block of seven keys.

GRAPHICS 66%
Sufficiently swift-shifting but the design of both backdrops and sprites is unremarkable.

SOUND 69%
Reasonably appealing title tune with good and raucous blasting FX.

HOOKABILITY 70%
Fast blasting action and several extra weapons promise much excitement.

LASTABILITY 67%
32 challenging levels, made more difficult by the unneccessary distraction of the weapon select system.

OVERALL 66%
A limited but playable shoot 'em up, well worth its titchy price tag.

METROPOLIS

Powerhouse, £1.99 cassette, joystick or keys

Living in an uncaring concrete jungle has turned the inhabitants of the city of Metropolis into victims of society who compete desperately for living-space. You, as Moonboots, have been unfortunate enough to find yourself stranded in the city and now begin the search for the spacecraft which will take you away from it all.

Metropolis is a flick-screen arcade adventure in which Moonboots uses objects he finds to aid his exploration of, and eventual escape from the city. When carrying the correct objects, Moonboots can change to one of his alter egos – Zoid the Droid, Super Spy, and the Mad Monk. You are given three lives and a life is lost when all your energy is depleted.



So much of the time spent playing Metropolis **is taken up just taking objects from the same locations that I found myself bored witless within a very short time. Graphically the game is awful – simplistic, Spectrumesque sprites wander around bland backdrops. It's almost as if this piece of software has fallen through some sort of time warp, because it isn't of the standard I would expect to see today, even in budget releases. If you aren't a fan of the genre** Metropolis **has nothing to convert you, and even hardened arcade adventurers may find it pretty poor fare.**



▲ Wally Week in a space suit?



This is very much in the Pyjamarama **vein, and to be honest, I can't say the genre is one of my favourites. Picking up items then trying to find logical connections between them is only reasonably good fun, even if the graphics and sound are competent, but when such action is bound to the poor aesthetic qualities of** Metropolis**, my level of interest doesn't stay high for long. I did persevere, though, and from what I saw of the game, I think I can safely say that anyone who enjoys this sort of arcade adventure should find the thinking required for progression sufficiently stimulating to make it worth a couple of pounds.**

PRESENTATION 44%
Nothing remarkable, bar some on-screen instructions.

GRAPHICS 40%
Simple single colour sprites and similar backgrounds.

SOUND 34%
Reasonable spot effects but no music.

HOOKABILITY 47%
An interesting game, but only if Pyjamarama **is your thing.**

LASTABILITY 60%
Lots of puzzle solving, albeit of a repetitive nature.

OVERALL 42%
A game for very thirsty arcade-adventurers.

BUDGET TEST

SUPER TROLLEY

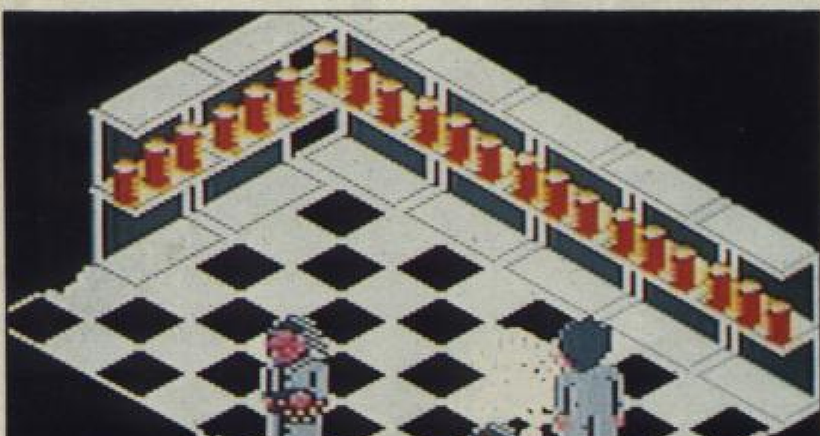
Mastertronic, £1.99 cassette, joystick only

As part of a recent series of *Jim'll Fix It*, Mr Saville fixed it for a young programmer's game to be released to the general public. *Super Trolley*, released by Mastertronic, is the result.

As a shelf stacker in the local isometric 3D supermarket, the player is set tasks by the store manager which must be completed within a time limit to gain points. These tasks involve collecting foodstuffs from the warehouse and stacking them on the correct shelf, a job hindered by shoppers, dogs, pesky kids and porters who take great delight in unstacking your shelves. Each daily assignment is more difficult than the last, and failure to finish work in the allotted time loses points. Just like real life, consistent competence is rewarded with promotion, but eternal failure results in condemnation to the dole queue.



A little lad's letter sent to Jim'll Fix It hardly seems like a promising start for a game design, and indeed it lives up to all expectations – in other words, it's awful! Super Trolley **is feeble in every sense of the word. Derivative scenario, dire graphics, weak sound and totally monotonous gameplay combine to form a whole which, even at the standard budget price of £1.99, is overpriced. Even the instructions are substandard, giving virtually no help to the player at all. Not even a day with some of Paul's favourite Geordie sayings could be as dull as this and I value my money too highly to give it to purveyors of such 'entertainment'.**



▲ All the excitement of the supermarket and lots more besides!



From the screen shots on the packaging, it looks like this was originally an Amstrad game, and Super Trolley **certainly looks better on that machine. The Commodore version is occupied by drab, grey sprites which trundle over drab, grey backdrops, and it's very, very easy to get lost with screen upon screen of undistinctive, isometric block screens. In fact, I couldn't even find the warehouse, and ended up going round in circles instead, making progress impossible and the game unplayable. Steer your software shopping trolley well clear of this one.**

PRESENTATION 68%
Only an Invaders loader to entice the player.

GRAPHICS 24%
Boring sprites and confusing supermarket aisles.

SOUND 35%
Nauseatingly jolly tune and no sound effects.

HOOKABILITY 20%
Mazes of shelves make supermarket familiarity impossible.

LASTABILITY 10%
Even if the warehouse could be found, this game would still be ultimately tedious.

OVERALL 17%
An unplayable game which should have stayed in Jimmy's magic chair.

STAR WARS DROIDS

MAD, £2.99 cassette, joystick or keys

Those trouble-shooting 'droids, C-3PO and R2-D2, have crashed on the moon of Auren where they have been captured by the Fromm gang and locked in a cell on the lowest level of gang's hideout. Their friends are above ground, ready to collect the droids when they reach the surface.

The way to the surface is blocked by barriers and lifts controlled by computers which R2-D2 can hack via a memory sub-game. Gaining access to a computer requires a security pass from one of the patrol droids, which must first be destroyed with a deftly-lobbed crystal.



In Droids, the wonderful Star Wars **characters haven't been used to anywhere near their full potential, and the game seems to consist solely of wandering through corridors, throwing crystals and playing Simon games to open barriers or lifts. Graphically, the game is a mixture, with well defined parallax scrolling corridor borders but blocky and unrepresentative sprites. In-game sound is sparse but the effects are appropriately robotic when they do appear, and match the Droids theme tune on the title screen. Overall, a wasted licence of what could have been a very interesting game.**



The Star Wars **droids don't strike me as suitable candidates for a computer game license, and this release, with such weak gameplay, does nothing to convince me otherwise. The icon control method is a novel but ultimately unsuccessful idea because the icons are so poorly designed that they don't give any visual clues as to their purpose. The smooth and effective parallax scrolling is let down by poorly defined and blandly coloured sprites, which fail to create any sort of atmosphere but do manage to conjure up intense boredom. All in all, unless you're an avid** Droids **cartoon fan, give this a miss.**

PRESENTATION 70%
An *Invaders* loading game backed by Hubbard's *One Man And His Droid* (droll!) music, but no game options.

GRAPHICS 51%
Pretty parallax corridor borders but awful sprites.

SOUND 56%
Reasonable *Droids* TV theme, and sparse robotic effects.

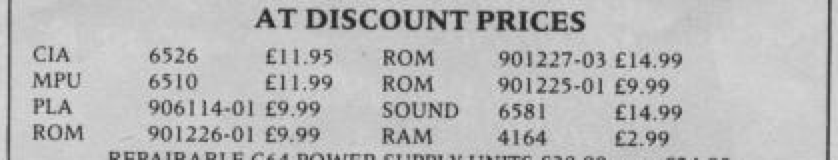
HOOKABILITY 68%
Ignoring the sprites, getting past barriers and killing robots is initially quite fun.

LASTABILITY 39%
Repetitive backdrops and action don't amuse for long.

OVERALL 36%
An unlikely licence has produced an unambitious game.

▼ Where's Master Luke when you need him?





HHMMMMM,
WHERE IS SUPER THIEF?

THE FAB AND WACKY ZZAPTIONNAIRE RESULTS

WE HAD WAYS OF MAKING YOU TALK

After many hours of intense calculator-bashing by the ZZAP! Facts and Figures Dept, we can bring you the results of the ZZAPTIONNAIRE as ascertained from a sample of 500 survey submissions. Who are you? What are you? What are you wearing at the moment? The answers to all these questions are revealed . . .

ARE YOU MALE OR FEMALE?

Well, this obviously wasn't the easy question we thought it was. Two of the 500 entrants couldn't decide what sex they were, which doesn't worry us, but it should worry them. Luckily, the other 498 people were more decisive and the final count was 492 male readers to only 6 females. In percentage terms, this makes 98.8% of ZZAP!'s readership male, and a mere 1.2% female. Hmmm . . . not surprising, but perhaps slightly disappointing.

AGEIST REMARKS

Again, the results of this section of the poll weren't surprising and, as predicted last year, the average reader is male and around 16 years old (16.95 to be exact – but that's a simple arithmetical average). The mode, which is the most popular age group, is that of the 15 year olds. At 92 out of 500, this group make up a hefty 20% of the readership, followed by the 16, 14 and 17 year olds who make up 15.3%, 14.1% and 9.1% of the poll, respectively. Moving away from the mid-teens, readership begins to drop off, though there is a surprising peak-ette between 30 and 40 years where there are 35 readers altogether, that's 7.6% overall.

LIFE, THE UNIVERSE AND WHAT YOU DO IN IT

With the majority of entrants being only 15, it wasn't unexpected to find that almost three-quarters of the readers from the cross-section are still at school. Those lucky enough to be working full-time made up the next largest section, a comparatively small group of 77. The rest of the readers hovering around the top end of the teens, it was again no surprise to find that a small selection of 32 readers were having to fit their gaming sessions into college or university study schedules. Such is the price of intellect! The unemployed and part-time workers came next, with 19 and 7 entrants from each section, respectively. Don't bother getting your calculator out, here are the percentages:

At school	**73%**
Working full-time	**15.4%**
At college/university	**6.4%**
Unemployed	**3.8%**
Working part-time	**1.4%**

THE BIG MONEY GAME

How much cash can a 16.95 year old get his hands on every week? Judging by the figures for this question, not more than ten quid. The highest concentration of readers, 364 from the 500, spends between £2 and £5 on games each week, which suggests that the market for budget software is very healthy indeed. Next up were 106 slightly wealthier gamers paying from £6 to £10, but the real moneybagses are in much shorter supply. Only 28 of our cross-section were prepared to commit more than £11 to their joystick fodder, and only three of those can run to over £20. This means that if all 82,933 of ZZAP!'s readers were to spend £5 a week on games, the software industry would be worth a staggering £21,562,580 a year. Just think how many doughnuts you could buy with that, Gordon! Anyway – percentages:

£2-£5	**73.1%**
£6-£10	**21.3%**
£11-£20	**5.0%**
Over £20	**0.6%**

A STATE OF UTILITARIANISM

This section of the questionnaires revealed that 101 (20.3%) of the entrants had bought utilities in the last six months, but only 50 (exactly 10%) of the 500 can see themselves buying one in the near future. The majority are less technically-minded, and 397 people (79.7% of the readers) haven't bought a utility recently and an even larger 449 (90%) don't intend purchasing one for some time to come! Stick that in your pipe and smoke it! Top of the utility fan's shopping list are games writing thingies, followed by Desk Top Publishing and business aids, then art programs and music packages.

PERIPHERY

Proof conclusive that the vast majority of readers don't like to spend their money on anything for their 64 apart from games. Only 29.4% had bought a peripheral in the last six months, and an even small proportion, 21.4%, of the people who replied were planning to buy one in the next six months. What most of them were saving their money for were joysticks, disk drives, backup devices (hmmm . . .), printers, and even mice.

A NEW COMPUTER?

Ha! who says everyone's upgrading? Not our sample of readers, that's for sure. A piddling 18% of them admitted to coveting more bytes, colours and pixels, in the form of Amigas, STs, and Sega and Nintendo consoles. So don't despair – there's certainly life in the old dog yet!

UNDER THE INFLUENCE

As was the case last year, the biggest influence that affects your choice of game is the magazine review. After that, it's every influence for itself, though the advice of a friend, then the price also have a significant affect on the games you buy. The final standings came out like this:

1. Magazine Review
2. Friend
3. Price
4. Author
5. Advert
6. Producer

Could this be proof that no matter how good your advertising, it's still the quality of the game that counts? (Is it prudent to ask? Pass the fish fingers, Gordon)

GETTING INTO THE ZZAP! GROOVE

Apparently, just over 16% of our readers have been buying ZZAP! since Issue 1, and after the first six months of ZZAP!, 29% of the you had caught the bug (so *that's* what happened to Rockford . . .) The first year ended with 43.6% of our current readership and since then, things have increased steadily at an average rate of just over 2% per month. Of course, once you start buying ZZAP!, the habit isn't an easy one to kick, and according to our survey 74.2% of our readers have been buying every issue since their first.

In doing this, 23.2% of you make sure of an early copy by subscribing, and an equally security-conscious 28.7% get their newsagent to reserve them a copy. A whole 48.1% prefer to live on the edge, though, and buy their ZZAP!s off the shelf.

When it comes to sharing your fave mags you lot aren't too obliging, and a large number of readers like to keep their mag to themselves, as the answers to the question, 'How many other people read your copy of ZZAP!?' revealed.

Nobody else	**35%**
One other person	**28%**
Two other people	**17.7%**
Three other people	**14.8%**
Four other people	**3.4%**
Five other people	**3.6%**

After this, percentages dwindled, but it transpired that copies of ZZAP! being bought by the 494 readers who answered this question would circulate amongst 1,231 people. From this we can work out that, on average, you share your magazine with 2.49 others, and with 82,933 copies being bought each month, it is actually being read by 206,661 Commodore owners. Wow!

THE COMPETITION

What magazines do you read when you aren't scouring the pages of ZZAP!? A pleasing 22.8% of the questionnaires were filled in by people who got everything they needed to know from ZZAP! alone. The popular choice for other forms of literature was our illustrious rival, *Commodore User*, followed closely by its EMAP chum, *C&VG*.

Commodore User	**31.9%**
C&VG	**21.3%**
The Games Machine	**19.6%**
ACE	**12.1%**
CCI	**6.4%**
Other	**5.9%**
Popular Computing Weekly	**2.8%**

Moving on to the next question, which was, 'Which other magazines do you read regularly but not buy?', the above order changed little, only causing *Commodore User* and *C&VG* to swap positions.

THE GAMES PEOPLE PLAY

'What type of game do you enjoy?' we asked. The order of preference votes proved decisively that the games most of you crave are good ol' shoot 'em ups, followed closely by arcade adventures. Simulations and adventures were the next most popular and coming up behind them were strategy games and that ubiquitous category, the 'Others'.

FAVOURITE THINGS

The popularity chart of ZZAP! features experienced a subtle change from last year, when the Playing Tips dominated the order of popularity. This year they took a back seat to the reviews, which received 75 more points in our 'Award marks out of ten' patent voting scheme. Moving up to third position from last year's number six slot were the previews, then came those ever-popular competitions. The thrifty voters amongst you put the Zzuperstore into fifth position, just in front of the News and Rrap which gained an equal proportion.

Coming in next, at eighth position, was the Cheap and Cheerful budget section, which managed to pip the Charts by 118 points. Occupying tenth place were those fab 'n' brill subscription offers, and then slipping down one position from last year were the ads, in eleventh place.

Editorials followed, quickly chased by the Scorelord's High Scoring Heroes, which was in turn followed by the Challenge (this would perhaps have proved more popular if it hadn't just been reinstated in the month of the ZZAPTIONNAIRE's printing). The Diary of a Game came next on the list, just beating Glenys' cheery results page.

The minority pursuits of adventuring and strategy gaming gained the minority of the points, with the Harlequin and Philippa's Manoeuvres featuring seventeenth and eighteenth in the list. Last, but by no means least, was Mel Croucher's 'Love It or Leave it' Baudwalk.

From our questions about individual sections, we discovered that 81% of our readers enjoyed Film/Game Tie-in Features. The occasional features such as the Flying Tonight article were also popular, being in favour with a good 77.9% of you. Mel's Future of the Software Industry found favour with 77.7% of you, but the PBM section proved less popular, and got the thumbs down from 61.5% of the readers.

REVIEWS REVIEWED

Software coverage was scrutinised in our next question, in which marks out of ten were awarded for News, Previews and Reviews. The average marks for each were worked out at the following:

News	**7.57 out of 10**
Previews	**7.86 out of 10**
Reviews	**8.65 out of 10**

We then focussed on the reviews in particular, and discovered that the vast majority (87.2% and 84.6% of the respondents) felt that our reviews were detailed enough and long enough. Just as in last year's ZZAPTIONNAIRE, the question concerning screen shots was not quite so black and white, though 52.3% of you thought that, on the whole, there were enough. On to the actual comments themselves, which 85% considered sufficiently detailed. An encouraging proportion of readers' judgement on games concurred with our own. In fact, no-one out of the 500 disagreed with us all the time, but 3% agreed with our ratings only rarely. More often than not, 88.4% of you think we have the right idea, and an even more agreeable 8.6% see eye to eye with us every time. As for the rating system, a further majority, 76.7% want to keep the system as it is.

'Do you use ZZAP! as a source of reference when buying software?' we asked. After reading the results of the questions regarding reviews, we weren't surprised to find that a vast majority (99.5%!) of you do use ZZAP! for assessing purchases at least occasionally.

COVERING UP

Our man with the airbrush, Oliver Frey, was pleased to find that 95.6% of you think his covers are at least OK. In fact 57.4% thought the covers were great, and only a disagreeable 0.4% felt they could be branded as RUBBISH. Pah! Some people just don't appreciate art.

WET FEATURES – DO NOT TOUCH

And finally, what don't you want to see in ZZAP!? We were mainly warned away from three subjects: Video Reviews, which 43.2% of you objected to; Amiga coverage, which inspires loathing in 31.4% of our readership (doesn't this mean 68.6% of you are in favour?); and Compunet, which got the thumbs-down from 29.6%. With the Compunet page returning in this very issue, we shall be watching our mailbag closely for revised views on its inclusion, but hopefully no-one will find it too tiresome. General features were next on the most unwanted list, receiving 12% of the vote, and they were followed by objections to arcade coverage, which possessed the souls of 10% of you. Well, we'll just have to see what we can do about that.

AND A BIG THANK YOU TO . . .

We'd like to say thanks to everyone who helped us out by filling in a ZZAPTIONNAIRE form. As promised, prizes of software and items from the ZZAP! wardrobe have been awarded, so if you think you could be one of the lucky winners, turn to Glenys' Results Page with all due speed.

ZZAP! 64

ZZUPERSTORE

ZZUPERSTORE

Whether top games software, high-tech joysticks or designer T-Shirts and caps or just simply dustprotective keyboard covers and ZZAP collecting binders, there is everything you couldn't be without. Remember, the incredibly low prices include VAT and postage & packing.

ZZUPERSTORE HARDWARE OFFER £75.00



THE SILENT PORTABLE PRINTER

The HUSH-80 from Ergo Systems is a small portable thermal printer, quiet in operation, which is ideally suited for home use, office back-up and everywhere when NLQ isn't required. Fast and efficient – no pretensions to anything else. Easy to operate, quick to load and simple to service. A friend to the budget conscious, a professional product at an economic price.

FAST–Bidirectional text printing at a quick 80 characters per second.
QUIET–Less than 56 db noise (in case you need to hear a pin drop).
VERSATILE–Under control from your computer, print line can be set for double size characters at 40 per line, or half size characters at 160 per line.
PORTABLE–Standard unit less than 3 pounds in weight including 90ft.paper roll.
LOW COST GRAPHICS.
LINESPACING–Can be programmed to 4,5,6,8 or 9 lines per inch.
ECONOMICAL–Uses low cost thermal roll paper. Sharp tear bar permits economy tear-off of paper lengths – Use only what you need. No ribbons to run out or replace.
RELIABLE–A full 3 month limited factory warranty.

Specification:

PRINTING METHOD:
Thermal dot matrix
PRINTING FORMAT:
6 x 7 Dot Matrix 80 columns
CHARACTER SET:
Alphanumeric and International Character Set
PRINT SPEED:
80 cps
PRINT DIRECTION:
Bidirectional when printing text
Unidirectional when printing graphics
CHARACTER SIZE:
Standard 80 Characters per line
Expanded/Double Width 40 Characters per line
Condensed 160 Characters per line
PRINT MODE:
Normal/Inverse
GRAPHICS MODE:
Dot Addressable, 480 Columns, 7 Dots Per Column
PAPER:
Thermal Roll or Fax paper, 8.5 Inches Wide
30 meters Easy-load feature
INTERFACE:
Parallel (Amiga 500, Atari ST, PC-compatible, Amstrad CPC)
Serial (Commodore C64/128)
POWER REQUIREMENTS:
220VAC to Transformer (included)
Printer Input 9VAC.

ERGO HUSH-80 PRINTER (INCLUDING POWER SUPPLY, CABLE AND 1 ROLL OF PAPER) OFFER £75.00 INCL. VAT AND P&P

COMMODORE C64/128 VERSION, CODE T037H
AMSTRAD CPC VERSION, CODE T038H
AMIGA 500 VERSION, CODE T039H
ATARI ST VERSION, CODE T040H
PC VERSION, CODE T041H

Please allow up to 28 days for delivery.

ZZUPERSTORE



Either you've got the grottiest looking keyboard this side of FRACTALUS, or else you've just purchased a spiffing new one, in any case, you'll want to hide it from recriminating eyes or protect it from dust, coffee, biscuit crumbs, pixel dandruff . . . choose from some super quality covers made specially for your keyboard – chunky fudge style 64, super-slim modem 64C or 128.

CBM 64 KEYBOARD COVER
OFFER 5.00,Z007K
CBM 64C KEYBOARD COVER
OFFER 5.50,Z008K
CBM 128 KEYBOARD COVER
OFFER 5.50,Z009K

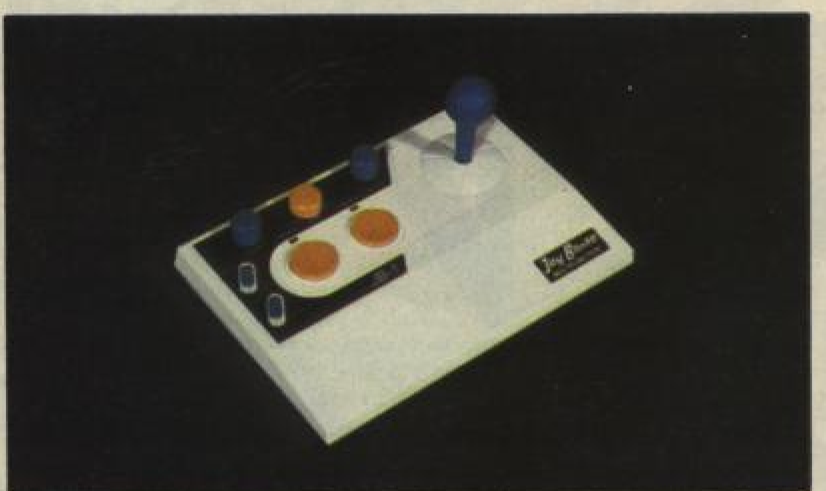


Have you got a **BIND**ing relation with your favourite computer mag? Give it the best possible care and chain, gag and strap it into our delicious looking maroon binder with gold logos. Each binder comes with a plastic 'year' sticker to identify the 'vintage'.
ZZAP! BINDER OFFER 4.50,Z010B



Eliminate tape loading problems with
LOAD IT
Achieves 100% loading success even on the most obstinate tapes.
LOAD IT gives you:
- 100% loading success
- Permanent head alignment adjustment
- LED lights for easy tuning to optimal signal
- Guaranteed for one year

Approved by leading software houses
LOAD IT CASSETTE DECK
OFFER 39.99,Z011H





EUROMAX JOY BOARD
This super control console provides you with every possible firing and movement option. Directional control is switchable between microswitch-action joystick and two games paddles. Firing can be activated with two large fire buttons and Auto Fire features variable frequency setting. Two LED's indicate firing action. The unit is connected via a 2 metre long cable. Suitable for Commodore VC-20,C64,C128,C128D and AMIGA 500.
EUROMAX JOY BOARD
OFFER 19.95, T130H

KONIX SPEEDKING
The joystick that actually fits your hand, with a fire button angled for your trigger finger to ensure accurate high-speed action. Solid steel breakproof shaft with neat clicking sound for every position move you make.
KONIX SPEEDKING
OFFER 10.99, RRP 11.99, T132H



EUROMAX PROFESSIONAL
High durability, rapid response and ultra sensitive movement accuracy from this advanced ergonomic design. Ideal for left and right hand play. 1.5m cord
EUROMAX PROFESSIONAL
OFFER 15.95, T133H



POWERPLAY CRUISER
This excellent joystick features microswitch directional control and fire action. A unique variable tension control allows the user to adjust the direction control to extra sensitive, normal and firm. A wide base and four suction cups provide good table-top operation.
POWERPLAY CRUISER
OFFER £9.99, T131H

EUROMAX PROFESSIONAL AUTO-FIRE
All the quality of the PROFESSIONAL, with the added bonus of the AUTO FIRE option (may not work on some computer systems).
EUROMAX PROFESSIONAL AUTO-FIRE
OFFER 18.95, T134H

DYNAMICS COMPETITION PRO 5000 (normal)
Features arcade quality microswitches, dual fire buttons, robust steel shaft and rubber return for smooth control and longer life. Extra long 1.5m cord
DYNAMICS COMPETITION PRO 5000 (normal)
OFFER 13.50, RRP 14.95, T135H

DYNAMICS COMPETITION PRO 5000 (clear)
The designer joystick with see-through body.
DYNAMICS COMPETITION PRO 5000 (clear)
OFFER 14.00, RRP 15.95, T136H

RECOMM SOFTWA

Order any of the highly recommended games below or any other fabulous, current software with our MEGACHOICE special offer facility (details in box!).

ALIEN SYNDROME cass, The Edge
OFFER 7.99, RRP 9.99, (90%), Z070C
ALIEN SYNDROME disk, The Edge
OFFER 9.99, RRP 11.99, (90%), Z070D
ARKANOID II (REVENGE OF DOH) cass, Imagine
OFFER 7.20, RRP 8.95, (89%), Z025C
ARKANOID II (REVENGE OF DOH) disk, Imagine
OFFER 10.40, RRP 12.95, (89%), Z025D
ATF cass, Digital Integration
OFFER 7.20, RRP 8.95, (60%), Z034C
ATF disk, Digital Integration
OFFER 10.40, RRP 12.95, (60%), Z034D
BARBARIAN 2, Palace
OFFER 7.99, RRP 9.99, (96%), ZXXXC
BEYOND THE ICE PALACE cass, Elite
OFFER 7.99, RRP 9.99, (78%), ZXXXC
BEYOND THE ICE PALACE disk, Elite
OFFER 9.99, RRP 11.99, (78%), ZXXXD
BIONIC COMMANDOS cass, GO!
OFFER 7.99, RRP 9.99, (90%), Z061C
BIONIC COMMANDOS disk, GO!
OFFER 9.99, RRP 11.99, (90%), Z061D
BLACK LAMP cass, Firebird
OFFER 7.20, RRP 8.95, (78%), Z028C
BLACK LAMP disk, Firebird
OFFER 11.95, RRP 14.95, (78%), Z028D
CARD SHARKS cass, Accolade
OFFER 7.95, RRP 9.95, (87%), Z035C
CARD SHARKS disk, Accolade
OFFER 11.95, RRP 14.95, (87%), Z035D
CYBERNOID cass, Hewson
OFFER 7.99, RRP 9.99, (93%), Z036C
CYBERNOID disk, Hewson
OFFER 11.99, RRP 14.99, (93%), Z036D
DELUXE MONOPOLY cass, Leisure Genius
OFFER 10.40, RRP 12.95, (73%), ZXXXC
DELUXE MONOPOLY disk, Leisure Genius
OFFER 12.95, RRP 15.95, (73%), ZXXXD
DAN DARE II cass, Virgin Games
OFFER 7.20, RRP 8.95, (83%), Z023C
DAN DARE II disk, Virgin Games
OFFER 10.40, RRP 12.95, (83%), Z023D
DARK SIDE cass, Incentive
OFFER 7.95, RRP 9.95, (90%), ZXXXC
DARK SIDE disk, Incentive
OFFER 10.40, RRP 12.95, (90%), ZXXXD
ECHELON cass, Access/US Gold
OFFER 7.99, RRP 9.99, (81%), Z065C
ECHELON disk, Access/US Gold
OFFER 11.99, RRP 14.99, (81%), Z065D
EVERY SECOND COUNTS cass, Domark
OFFER 6.40, RRP 7.95, (65%), ZXXXC
FIREFLY cass, Ocean
OFFER 7.20, RRP 8.95, (79%), Z027C

MENDED
ARE

ZZUPERSTORE

FIREFLY disk, Ocean
OFFER 10.40, RRP 12.95, (79%), Z027D
GAUNTLET II cass, US Gold
OFFER 7.99, RRP 9.99, (81%), Z037C
GAUNTLET II disk, US Gold
OFFER 9.99, RRP 11.99, (81%), Z037D
GRYZOR cass, Ocean
OFFER 7.20, RRP 8.95, (86%), Z064C
GRYZOR disk, Ocean
OFFER 10.40, RRP 12.95, (86%), Z064D
HAWKEYE cass, Thalamus
OFFER 7.99, RRP 9.99, (96%), ZXXXC
HAWKEYE disk, Thalamus
OFFER 10.44, RRP 12.99, (96%), ZXXXD
HERCULES cass, Gremlin Graphics
OFFER 7.99, RRP 9.99, (60%), ZXXXC
HOPPING MAD cass, Elite
OFFER 7.99, RRP 9.99, (60%), ZXXXC
HUNTER'S MOON cass, Thalamus
OFFER 7.95, RRP 9.95, (92%), Z051C
HUNTER'S MOON disk, Thalamus
OFFER 11.95, RRP 14.95, (92%), Z051D
IKARI WARRIORS cass, Elite
OFFER 7.95, RRP 9.95, (89%), Z033C
IKARI WARRIORS disk, Elite
OFFER 11.95, RRP 14.95, (89%), Z033D
IMPOSSIBLE MISSION II cass, US Gold
OFFER 7.99, RRP 9.99, (96%), Z066C
IMPOSSIBLE MISSION II disk, US Gold
OFFER 11.99, RRP 14.99, (96%), Z066D
INFILTRATOR II cass, US Gold
OFFER 7.99, RRP 9.99, (61%), Z060C
INFILTRATOR II disk, US Gold
OFFER 11.99, RRP 14.99, (61%), Z060D
INTERNATIONAL SOCCER cass, CRL
OFFER 7.95, RRP 9.95, (86%), ZXXXC
INTERNATIONAL SOCCER disk, CRL
OFFER 11.95, RRP 14.95, (86%), ZXXXD
LEGEND OF THE SWORD disk, Rainbird
OFFER 19.95, RRP 24.95, (87%), ZXXXD
MAGNETRON cass, Firebird
OFFER 7.20, RRP 8.95, (67%), Z038C
MAGNETRON disk, Firebird
OFFER 11.95, RRP 14.95, (67%), Z038D
MARAUDER cass, Hewson
OFFER 7.99, RRP 9.99, (66%), ZXXXC
MARAUDER disk, Hewson
OFFER 11.99, RRP 14.99, (66%), ZXXXD
MATCHDAY II cass, Ocean
OFFER 7.20, RRP 8.95, (90%), Z050C
MINI-PUTT cass, Accolade
OFFER 7.95, RRP 9.95, (78%), Z039C
MINI-PUTT disk, Accolade
OFFER 11.95, RRP 14.95, (78%), Z039D
NORTHSTAR cass, Gremlin Graphics
OFFER 7.99, RRP 9.99, (77%), Z040C
NORTHSTAR disk, Gremlin Graphics
OFFER 11.99, RRP 14.99, (77%), Z040D
OOPS! cass, Big Apple
OFFER 7.99, RRP 9.99, (75%), ZXXXC
PACLAND cass, Quicksilva
OFFER 7.95, RRP 9.95, (92%), Z041C
PACLAND disk, Quicksilva
OFFER 11.95, RRP 14.95, (92%), Z041D
PLATOON cass, Ocean
OFFER 7.95, RRP 9.95, (94%), Z031C
PREDATOR cass, Activision
OFFER 7.99, RRP 9.99, (90%), Z026C
PREDATOR disk, Activision
OFFER 11.99, RRP 14.99, (90%), Z026D
PROFESSIONAL BMX SIMULATOR cass, Codemasters
OFFER 3.99, RRP 4.99, (76%), Z042C
PROFESSIONAL BMX SIMULATOR disk, Codemasters
OFFER 3.99, RRP 4.99, (76%), Z042D
PROJECT STEALTH FIGHTER disk, Microprose
OFFER 15.95, RRP 19.95, (96%), Z018D
ROLLING THUNDER cass, US Gold
OFFER 7.99, RRP 9.99, (76%), Z043C
ROLLING THUNDER disk, US Gold
OFFER 9.99, RRP 11.99, (76%), Z043D
SAMURAI WARRIOR cass, Firebird
OFFER 7.20, RRP 8.95, (91%), Z044C
SAMURAI WARRIOR disk, Firebird
OFFER 11.95, RRP 14.95, (91%), Z044D
SKATE CRAZY cass, Gremlin Graphics
OFFER 7.99, RRP 9.99, (86%), ZXXXC
SKATE CRAZY disk, Gremlin Graphics
OFFER 11.99, RRP 14.99, (86%), ZXXXD
SKYFOX II cass, Electronic Arts
OFFER 7.95, RRP 9.95, (67%), Z045C
SKYFOX II disk, Electronic Arts
OFFER 11.95, RRP 14.95, (67%), Z045D
SOKO-BAN disk, Mirrorsoft
OFFER 10.44, RRP 12.99, (81%), Z024D
SORCEROR LORD disk, PSS
OFFER 11.99, RRP 14.99, (85%), Z063D
STEALTH MISSION disk, subLOGIC
OFFER 15.95, RRP 19.95, (89%), Z046D
STRIKEFLEET disk, Electronic Arts
OFFER 11.95, RRP 14.95, (96%), Z020D
TARGET RENEGADE cass, Imagine
OFFER 7.20, RRP 8.95, (84%), Z067C
TARGET RENEGADE disk, Imagine
OFFER 10.40, RRP 12.95, (84%), Z067D
TASK III cass, Databyte
OFFER 7.95, RRP 9.95, (77%), Z047C
TASK III disk, Databyte
OFFER 11.95, RRP 14.95, (77%), Z047D
THE CHERNOBYL SYNDROME cass, US Gold
OFFER 7.99, RRP 9.99, (68%), Z048C
THE CHERNOBYL SYNDROME disk, US Gold
OFFER 9.99, RRP 11.99, (68%), Z048D
THE GAMES – WINTER EDITION cass, Epyx
OFFER 7.99, RRP 9.99, (76%), ZXXXC
THE GAMES – WINTER EDITION disk, Epyx
OFFER 11.95, RRP 14.95, (76%), ZXXXD
THE GREAT GIANA SISTERS cass, GO!
OFFER 7.99, RRP 9.99, (96%), Z062C
THE GREAT GIANA SISTERS disk, GO!
OFFER 9.99, RRP 11.99, (96%), Z062D
THE HUNT FOR RED OCTOBER cass, Grand Slam
OFFER 11.95, RRP 14.95, (81%), Z049C
THE HUNT FOR RED OCTOBER disk, Grand Slam
OFFER 15.95, RRP 19.95, (81%), Z049D
THE TRAIN cass, Electronic Arts
OFFER 7.95, RRP 9.95, (87%), Z021C
THE TRAIN disk, Electronic Arts
OFFER 11.95, RRP 14.95, (87%), Z021D
TRAZ cass, Databyte
OFFER 7.95, RRP 9.95, (87%), Z022C
TRAZ disk, Databyte
OFFER 11.95, RRP 14.95, (87%), Z022D
VENOM STRIKES BACK cass, Gremlin Graphics
OFFER 7.99, RRP 9.99, (70%), Z069C
VENOM STRIKES BACK disk, Gremlin Graphics
OFFER 11.99, RRP 14.99, (70%), Z069D
4TH & INCHES cass, Accolade
OFFER 7.99, RRP 9.99, (90%), Z019C
4TH & INCHES disk, Accolade
OFFER 11.99, RRP 14.99, (90%), Z019D

ADVENTURES

BORDERZONE C128 disk, Infocom
OFFER 15.95, RRP 19.95, (84%), Z056D
DEJA VU disk, Mindscape
OFFER 11.95, RRP 14.95, (81%), Z058D
INTRIGUE disk, Mirrorsoft
OFFER 10.44, RRP 12.99, (83%), ZXXXD
JACK THE RIPPER cass, CRL
OFFER 7.95, RRP 9.95, (78%), Z059C
JACK THE RIPPER disk, CRL
OFFER 11.95, RRP 14.95, (78%), Z059D
JINXTER disk, Rainbird
OFFER 15.95, RRP 19.95, (83%), Z057D
SHERLOCK disk, Infocom
OFFER 15.95, RRP 19.95, (81%), Z052D
SKEGPOOL cass, Top Ten Software
OFFER 1.99, (49%), Z055C
TIME AND MAGIK cass, Level Nine
OFFER 11.95, RRP 14.95, (68%), Z068C
TIME AND MAGIK disk, Level Nine
OFFER 15.95, RRP 19.95, (68%), Z068D
WEREWOLF SIMULATOR cass, Top Ten Software
OFFER 1.99, (56%), Z054C
WOLFMAN cass, CRL
OFFER 7.95, RRP 9.95, (79%), Z053C

STRATEGY

GEMSTONE HEALER disk, SSI
OFFER 15.99, RRP 19.99, (80%), ZXXXD
PANZER GRENADIERS disk, SSI
OFFER 15.99, RRP 19.99, (81%), ZXXXD

BUDGET

BRAINSTORM cass, Firebird
RRP 1.99, (94%), ZXXXC
BRUCE LEE, cass, Americana
RRP 1.99, (92%), ZXXXC
POLTERGEIST cass, Code Masters
RRP 1.99, (66%), ZXXXC
STORM BRINGER cass, MAD
RRP 2.99, (70%), ZXXXC
TANGENT cass, The Micro Selection
RRP 2.99, (61%), ZXXXC

BUDGET RANGE

ORDER FOUR GAMES IN THE £1.99 RANGE AND PAY FOR THREE (£5.97 PAYMENT TOTAL) – A SAVING OF £1.99!
ORDER FOUR GAMES IN THE £2.99 RANGE AND PAY FOR THREE (£8.97 PAYMENT TOTAL) – A SAVING OF £2.99!
JUST FILL IN THE NAME AND PUBLISHER OF THE FOUR GAMES REQUIRED AND THE PAYMENT TOTAL OF £5.97/£8.97 (DON'T USE THE OFFER PRICE TABLE)

THE MEGA CHOICE:

*APART FROM OUR HIGHLY RECOMMENDED GAMES LIST, YOU CAN ORDER **ANY GAME** RELEASED BY THE MAJOR SOFTWARE HOUSES TO DATE ON CASSETTE OR DISK.*

OUR OFFER PRICES ARE VALID FOR ANY FULL-PRICED GAMES AND INCLUDE FIRST CLASS POSTAGE AND PACKING – NO OTHER EXTRA CHARGES
LOOK UP THE PRICE OF EACH GAME IN THE OFFER TABLE, ENTER THE OFFER PRICES ON THE ORDER COUPON, THEN ADD THEM UP.
ORDERS FOR TITLES WHICH ARE NO LONGER IN DISTRIBUTION WILL BE RETURNED.
YOU WILL BE REGULARLY NOTIFIED OF ANY DELAYS CAUSED BY LATE RELEASES.

SOFTWARE OFFER PRICE TABLE

RRP	OFFER	SAVE
4.99	**3.99**	1.00
5.95	**4.74**	1.20
7.95	**6.40**	1.55
7.99	**6.44**	1.55
8.95	**7.20**	1.75
8.99	**7.24**	1.75
9.95	**7.95**	2.00
9.99	**7.99**	2.00
11.99	**9.99**	2.00
12.95	**10.40**	2.55
12.99	**10.44**	2.55
14.95	**11.95**	3.00
14.99	**11.99**	3.00
19.95	**15.95**	4.00
19.99	**15.99**	4.00
23.00	**18.40**	4.60
24.95	**19.95**	5.00
28.95	**23.15**	5.80
29.95	**23.95**	6.00
34.95	**27.95**	7.00

HOW TO ORDER:

WRITE REQUIRED GAME(S) ON ORDER LIST, INCLUDING MEDIA TYPE AND ORDER CODE (WHERE LISTED).
IF OFFER PRICE NOT INDICATED, CHECK IN AD OR REVIEW FOR CORRECT RECOMMENDED RETAIL PRICE (RRP).
LOOK UP SPECIAL OFFER PRICE AND WRITE ON ORDER FORM.
ADD UP TOTAL AND ENCLOSE CHEQUE OR POSTAL ORDER OR ALTERNATIVELY USE ACCESS/VISA FACILITY (DON'T FORGET TO INDICATE EXPIRY DATE!).
REMEMBER:
GAMES ORDERS REQUIRE ORDER CODE OR MEDIA TYPE AND COMPUTER, GARMENT ORDERS ORDER CODE OR GARMENT SIZE, HARDWARE ORDERS ORDER CODE.
INCOMPLETE ORDER FORMS WILL BE RETURNED.

PLEASE RING (0584) 5620 IF IN DOUBT!

PRICES VALID FOR UK/EIRE/ EUROPE ONLY.
FOR OVERSEAS ORDERS PLEASE ADD £2.00 PER ITEM FOR AIR MAIL DELIVERY

DELIVERY:

NOT ALL LISTED PRODUCTS WILL HAVE BEEN RELEASED AT PRESS TIME.
GOODS WILL BE DESPATCHED AS SOON AS POSSIBLE. CUSTOMERS WILL BE INFORMED OF ANY LONG DELAYS.

SUBS OFFER

An absolutely free EUROMAX JOY STAR joystick worth £9.95 is waiting for every reader who decides to subscribe to ZZAP!64 for twelve great issues. Yes, if you act now, we will send you this superb EUROMAX microswitch-action joystick as an amazing subscription gift. It will provide you with excellent service and give you control over the most hairy conditions you're ever going to encounter in modern computer gamesmanship. Join our subscription list now and grab hold of your future games destiny . . .

The **EUROMAX JOY STAR** is an excellent microswitch-action joystick featuring precision top and front fire buttons and Auto Fire. It can be operated handheld or can be mounted on the table via vice-grip suction cups.



BACK NUMBERS

*BACKISSUES*BACKISSUES*BACKIS*
*BACKISSUES*BACKISSUES*BACKIS*
*BACKISSUES*BACKISSUES*BACKIS*

No 4 August 1985

No 5 September 1985

No 8 December 1985

No 12 April 1986
116 pages! Three Sizzlers! 1985 ZZAP! Readers Award's Results! Mindsmear Preview! Wild Sounds from your 64 - Datel Digidrum AND Sound Sampler reviewed! ZZAPBACK! More fabulous Compunet art!

No 13 May 1986
116 pages! Alter Ego Gold Medal! Two Sizzlers! The Daily Llama - Diary of Minter! Infocom Interview Part 1! Palace Software Interview! Mindsmear Confession! ZZAP-BACK! Imagine Interview! Index for Issues 1-12!

No 14 June 1986
124 pages! Spindizzy Gold Medal! SIX Sizzlers! Infocom Interview Part 2! Steve Evans Interview!

No 15 July 1986
124 pages! Leader Board Gold Medal! FOUR Sizzlers! Budget Reviews Bonanza! Euromax's Mouse and Cheese! More Daily Llama - Minter Diary! CRL Previews!

No 16 August 1986
116 pages! Four Sizzlers! Controversial Musician's Ball Interview! Vidcom Art Package Reviewed! Daily Llama - Minter Diary! ZZAP-BACK! Terminal Man - Final Episode!

No 17 September 1986
124 pages! TWO Gold Medals! Ghost'n'Goblins! GAC! FIVE Sizzlers! The Musician's Other Ball - Commodore's Music Expansion System Reviewed! Daily Llama - Conclusion of the Minter Diary! Masterblaster III! Software Cuties Special! Uchi Mata Preview! ZZAPSTICK! Chris Butler interviewed! ZZAP-BACK!

No 18 October 1986
116 pages! FIVE Sizzlers! Two Readers Battle in the Challenge! Greg Barnett interviewed! More Compunet art!

No 19 November 1986
148 pages! World Games Gold Medal! FIVE Sizzlers! Delta Four Interview! ZZAPSTICK! John Twiddy Interview! ZZAPBACK!

No 20 December 1986
180 pages! TWO Gold Medals! The Sentinel! BoulderdashSizzlers! Firebird's fabulous Microrhythm Drum Kit reviewed!

No 21 Xmas Special 1986/87
196 pages! ONE Sizzler! Denton Designs Revisited! Desert Island 5.25"! Rockford's Round-Up! Tamara Knight - Part 1! ZZAP! Scrapbook! page 202!

No 22 February 1987
132 pages! Over FIFTY Pages of Reviews! FIVE Sizzlers! Kele-Line Profile!

No 23 March 1987
116 pages! TWO Sizzlers! Portal 'Review'! Sensible Software interviewed! 1986 ZZAP! Reader's Awards Results! The Andrew Braybrook Diary - Mental Procreation Part 1!

No 24 April 1987
116 pages! ONE Sizzler! SIX Pages of Coin-Op Reviews! Jarratt joins!

No 25 May 1987
116 pages! An Almost Full-Colour Issue! TWO Sizzlers! Crucial Compilations Comparison! Fantastic Oli Frey Pull-Out Poster! Impossible Mission Past Blaster! Index for Issues 13-24!

No 26 June 1987
100 pages PLUS SAMPLER CASSETTE! TWO Sizzlers! ZZAPBACK! The Terminal Man II - Episode 1! A Hitchhikers Guide to Douglas Adams! Oink's Curly Tale!

No 27 July 1987
116 pages! THREE Sizzlers! Arcades Analysed! Philippa Irving's Manoeuvres - The Beginning! The Nintendo Console! American Football Round-Up!

No 28 August 1987
116 pages! Penn leaves! ONE Gold Medal! Head Over Heels! THREE Sizzlers! Behind the Scenes of the Living Daylights! The Mini Office II! The Zzaptionnaire Results! ZZAP! 16 - The C16 scrutinised!

No 29 September 1986
124 pages! Brennan begins! ONE Gold Medal! California Games! FOUR Sizzlers! The Sega Console! The End of Tamara Knight! ZZAPBACK! Raster Interrupts De-Mystified!

No 30 October 1987
132 pages! ONE Gold Medal! Bubble Bobble! THREE Sizzlers! THREE Silver Medals! The Advanced OCP Art Studio! Mental Procreation - The End of the Line! Mel Croucher and PBM - The Beginning! Arcades Analysed! First Part of Shoot'em Up History!

No 31 November 1987
148 pages! THREE Sizzlers! Final Part of Shoot'em Up History! Accolade's Comics! RPG's Scrutinised! Combat Zone! Microprose Feature! Ubik's Music!

No 32 December 1987
164 pages! THREE Gold Medals! THREE Sizzlers! 16-bit Special! Predator Film Expose! PCW Show Report!

No 33 Xmas Special 1987/88 (January 1988)
196 pages! EIGHT Sizzlers! A Day At The Arcades! Crucial Compilations! Cover Art! Fabulous Giant Poster! A Musical Interlude! A Sensible Guide To Construction!

ZZUPERSTORE

ORDER FORM

I want to subscribe to 12 issues of ZZAP!64 and receive my free JOYSTAR joystick.
If I've already got a ZZAP!64 subscription, and it is running out soon I extend it for a further twelve issues – and still get my free JOYSTAR joystick.
If I am a current subscriber, but do not wish to extend my subscription, I can still get a JOYSTAR joystick for an amazing £7.95 – a special subscribers discount price.

Please tick the appropriate box:

- ☐ **I enclose £18.00 for a new ZZAP!64 subscription mainland UK**
- ☐ **I enclose £25.00 for a new ZZAP!64 subscription outside mainland UK – surface mail**
- ☐ **I enclose £38.00 for a new ZZAP!64 subscription outside Europe – Air mail**
- ☐ **I enclose £7.95 for the special subscriber JOYSTAR joystick offer.**
- ☐ **I am a new subscriber**
- ☐ **I am an existing subscriber. My subscription number is**

☐☐☐☐☐☐☐☐

Please extend my subscription starting with issue No:

☐☐

EARLY WARNING:

If you wish your sub to commence with Issue 41, we must receive your coupon no later than 20th July 1988.

Please allow 28 days for your free gift.

*BACKISSUES*BACKISSUES*BACKISSUES*BACKISSUES*

No 34 February 1988
108 pages! FOUR Sizzlers! Flying Tonight! Predator Pull-Out Poster! A Sensible Guide To Construction Part III! Amiga Action! Glenys' Results!

No 35 March 1988
116 pages! ONE Gold Medal! ONE Sizzler! Another Day At The Arcades Part III! Valentine's Day Pull-Out Poster! The Future Of Computers - A look at Sci-Fi Films! Electronic Imagery - Digital Pictures Interview!

No 36 April 1988
116 pages! TWO Sizzlers! 16 page Amiga supplement! ZZAP! Reader's Awards Results! Walker's Way - New Diary of a Game series! Budget Test!

No 37 May 1988
116 pages! THREE Sizzlers! 16 page ZZAP! TIPS MEGA-SPECIAL! Mel Crouchers look into the future of the software industry! Amiga Action! Walker's Way Part 2!

No 38 June 1988
116 pages! ONE Gold Medal! ONE Sizzler! Amiga Action! Walker's Way Part 3! ZZAP! Mega-Index! Another Crucial Compilation Comparison! Mel Croucher's Hack To The Future Part 2! Budget Test!

No 39 July 1988
108 pages! ONE Gold Medal! ONE Sizzler! 16 page Arcade supplement! Mel Croucher's Future Of The Software Industry! Budget Binge! Walker's Way Part 4! Amiga Action! ZZap visits Microprose!

NORMAL BACK ISSUES £1.20 (Inclusive P&P)
XMAS SPECIALS £1.95 (Inclusive P&P)
OVERSEAS PLEASE ADD £0.80 TO ABOVE PRICES
SPECIAL QUANTITY DISCOUNT:
Order any four Issues and knock 40p off the TOTAL COST.
Order any five Issues and knock 20p off EACH ITEM.

Please supply the following BACK NUMBERS **(Circle required items):**

4 5 8 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27 28
29 30 31 32 33 34 36 37 38 39

The Special Software Discount Offer Prices only apply to recommended retail prices for software, not to already highlighted, discounted special offers, hardware and other goodies. No other discounts may be applied.

CODE	ITEM	CASS/ DISK	PRICE

TOTAL		
SUBS TOTAL		
BACKISSUES TOTAL		
ORDER TOTAL		

MY COMPUTER IS: ____________

Please use BLOCK CAPITALS

Name ....

Address ....

....

....

.... Postcode ....

Please make cheques/postal orders payable to **ZZAP!** It is best to avoid sending cash payments. Please DO NOT enclose ANY order with mail to the EDITORIAL side of the magazine as this will result in DELAYS! Send your orders to the address below.

☐ I enclose a cheque/p.o. for £ ____________

☐ I wish to pay by **VISA/ACCESS** (Delete as appropriate)

Please debit my VISA/ACCESS ACCOUNT £ ____________

Please charge my account No:

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Expiry Date ____________ Signature ____________

Access VISA

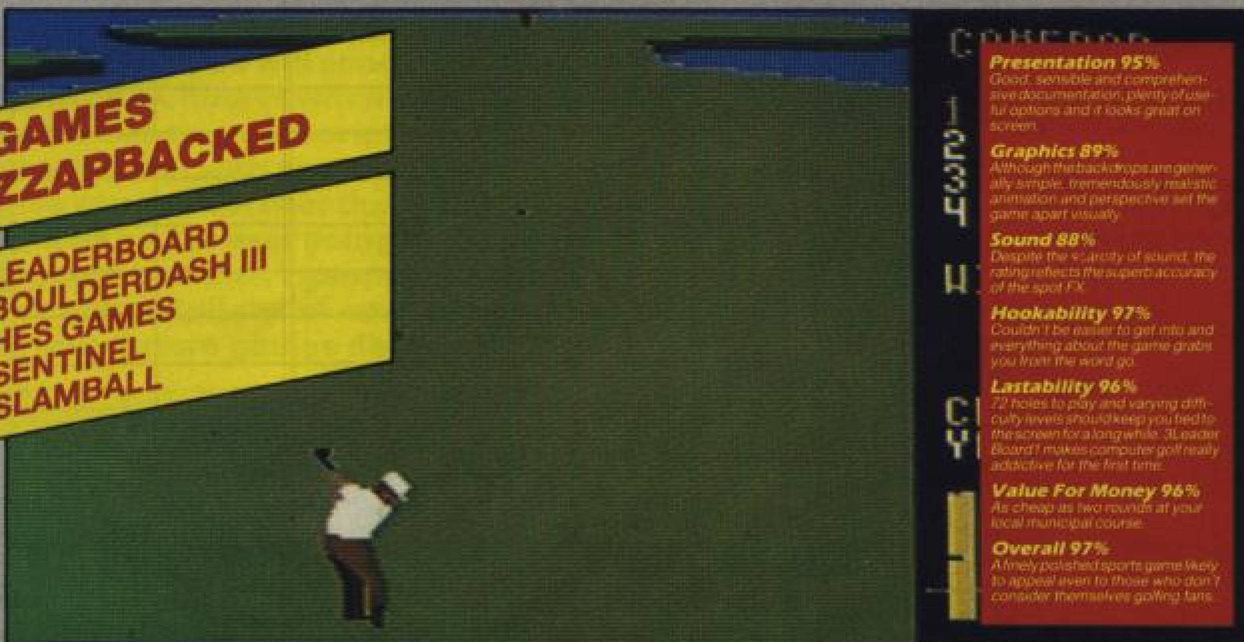
SEND THIS FORM TO
ZZAP! ZZUPERSTORE, PO BOX 20, LUDLOW, SHROPSHIRE SY8 1DB

ZZAP! BACK

Gordon and Paul sit down in front of an elderly monitor, pour out a couple of pints of Chateau de Chasolais *and blow the dust off the games that were big news way back in ZZAP! Issue 15 (July of 1986, would you believe!)*

GAMES ZZAPBACKED

- LEADERBOARD
- BOULDERDASH III
- HES GAMES
- SENTINEL
- SLAMBALL



Presentation 95%
Good, sensible and comprehensive documentation, plenty of useful options and it looks great on screen.

Graphics 89%
Although the backdrops are generally simple, tremendously realistic animation and perspective set the game apart visually.

Sound 88%
Despite the scarcity of sound, the rating reflects the superb accuracy of the spot FX.

Hookability 97%
Couldn't be easier to get into and everything about the game grabs you from the word go.

Lastability 96%
72 holes to play and varying difficulty levels should keep you tied to the screen for a long while. 3Leader Board? makes computer golf really addictive for the first time.

Value For Money 96%
As cheap as two rounds at your local municipal course.

Overall 97%
A finely polished sports game likely to appeal even to those who don't consider themselves golfing fans.

LEADERBOARD
US Gold/Access

Smart 3D graphics, realistic sound effects and a wealth of playability made this the first good golfing simulation. In fact, so impressive was it that the team had no choice but to award it a Gold Medal. Not being a golfer himself, Paul was pleased to find it 'a great game for everyone'. Julian, meanwhile, held forth on the game's 'incredible realism', while Gazza P drew attention to the game's style, which he said, 'makes all other golf simulations look clumsy and antiquated in comparison.'

The revolutionary 3D approach and comfortable control method made *Leaderboard* the most playable golf game by far and kept me glued to the screen for several into-the-night rounds. I would certainly recommend anyone who doesn't have the game to buy it or one of the revised versions (which are even better).
PG

There was nothing to compare with this when it first arrived, and even now it's pretty good. However, *World Class Leaderboard* is by far the best of the subsequent series, and easily outclasses it graphically.
GH

(Paul) The only alteration I would make to the ratings would be to knock the graphics mark up to about 92% – they give an unsurpassed feeling of being there. The Gold Medal was justly deserved – the game is a classic and set new standards in sports simulations.

(Gordon) Presentation, graphics, hook and lastability remain the same, but the rest down by 10% each. Good, but the sequels are better.

BOULDERDASH III
First Star

Graphics 73%
Effective and pretty looking bas-relief which is quite strange if you're used to the normal Boulderdash style graphics.

Sound 62%
The original Boulderdash tune makes another appearance and the usual tinkle, tinkle, boom spot FX effects are in evidence.

Hookability 93%
As with all the games in the series it's fiendishly addictive — you feel you just HAVE to solve each screen.

Lastability 93%
And nearly all of the screens are difficult.

Value For Money 88%
A tenner for a program which will have you puzzling and playing for weeks!

Overall 93%
If you want your hair to go grey and drop out (if you don't tear it out beforehand) then go out and buy this incredibly addictive program.



Although the team bemoaned the overall similarity to its predecessors, they couldn't deny that this instalment in the Rockford saga provided 'more than a fair amount of enjoyment for *Boulderdash* junkies', to use Gary Liddon's words. Penn sounded similarly satisfied when he stated, 'I enjoyed playing *Boulderdash III*'. Jaz wasn't quite so inhibited and let the world know that he found the game 'horribly difficult,' and 'amazingly addictive'.

Though this wasn't the best of the bunch, the blend of arcade adventure and puzzle is as good as it ever was. It's a shame that First Star only chose to change the graphics, but then I suppose it's difficult to improve on such a good format.
PG

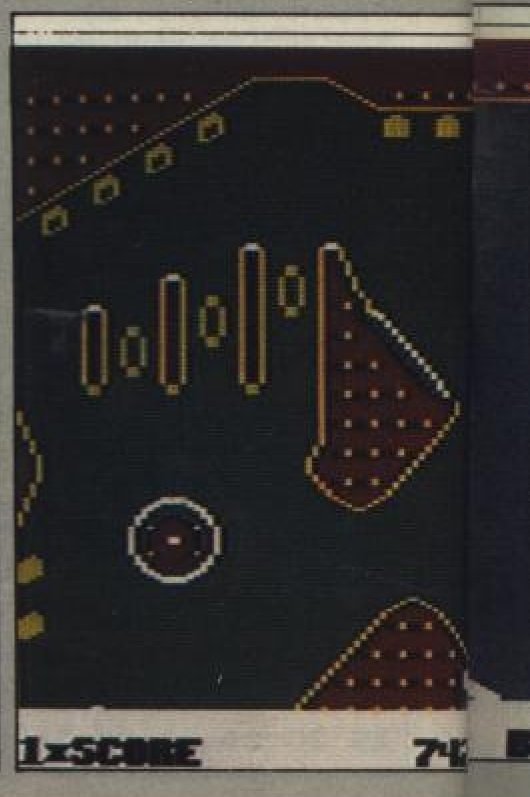
After the original pair, this was a bit of a disappointment. Brilliantly addictive, but you'd seen it all before in a different disguise. Even though the puzzles were better, because it lacked originality it was the worst of the four.
GH

(Paul) The ratings were fine with the exception of value for money, which was over-rated considering the fact that the game amounted to little more than a set of extra screens. Still, *Boulderdash III* offers plenty of entertainment to Rockford fans, and if you number yourself among these you would do well to keep an eye out for it in the bargain bins.

(Gordon) I'd go along with that – value should come down a long way now that the first two are available at budget price.

SLAMBALL
Americana

The third of Americana's hat-trick of sizzling re-releases was a pinball game, remarkable in the respect that it made use of a three screen scrolling table in a mons-



SENTINEL
Americana

Another budget sizzler from Americana, this time a 3D space shoot 'em up in the *Star Raiders* mould. Techno-beast, Gary Liddon drew attention to the game being 'technically polished' and marvelled at the 'excellent effects', while Gary Penn found that 'the atmosphere and pace certainly get the adrenalin flowing'. Julian commented that he found the game, 'highly playable and very challenging (especially on the higher levels).'

It's surprising that even now the very elderly *Sentinel* is still probably the best game of its type on the 64, and subsequent releases in the same vein failed to match it for playability and value for money.
PG



Presentation 95%
Informative instructions and brilliant on-screen presentation during the game.

Graphics 87%
Clever use of raster interrupts, some great effects but some sprites are rather dodgy.

Sound 69%
Atmospheric sound effects which really enhance the game.

Hookability 92%
Helpful instructions and in-game messages make this easy to get into.

Lastability 92%
Five difficulty levels and the fifth one really tough going.

Value For Money 98%
A great and challenging game for only three quid.

Overall 93%
A superb *Star Raiders* type game and THE best on the Commodore.

This is easily the most playable *Star Raiders* type game on the 64 – I've been playing it on and off for a couple of years (I missed out on the full-price version) and still haven't got bored with it. It's got a great atmosphere and multiple difficulty levels: if you see it, buy it!
GH

(Paul) Graphics aren't so impressive now, so I would put that mark down to around 80%. The rest of the ratings are fine, and *Sentinel* is as worthy a purchase now as it was then.

(Gordon) All the marks are fine apart from graphics, which should come down to mid 70s. It leaves similar games standing.

HES GAMES
Americana

Hes Games was the original title of this golden-oldie sports sim, released on the Americana label as *Go For The Gold*. Its six well implemented events at a remarkable knock-down price made it an instant hit amongst the ZZAP! team. Mr Rignall described the game as 'highly playable and addictive' while Gary Penn mentioned that this was 'an extremely classy sports simulation'; Paul Sumner took time off from his Archery practice to call it 'a great package at a ludicrous price.'

Although I wasn't that keen on the joystick-waggling running events, the rest of the package consisted of some really great interpretations of the subject sports. Of course, the budget price only added to the pleasure.
PG

This is still an excellent sports simulation, and the cassette multiload isn't too intrusive – one of the best features is that you can play any event at any time! All the sports featured are brilliantly implemented, and for the price it's hard to beat even now.
GH



Presentation 98%
Just great — informative instructions, demo modes, replay options.

Graphics 93%
Large, well animated sporting characters and convincing backdrops.

Sound 84%
Rather twiddly jingles and lavatory flushing style roars of the spectators but some good spot FX.

Hookability 95%
Enjoyable and addictive sporting action right from the starting gun.

Lastability 93%
Getting a world record is a highly desirable, but difficult task.

Value For Money 98%
Three quid for one of the best sports sims on the 64 — you'll be a nutter to miss it.

Overall 95%
A wonderful sporting game which is challenging, addictive and graphically excellent and now ever so cheap. Need we say more?

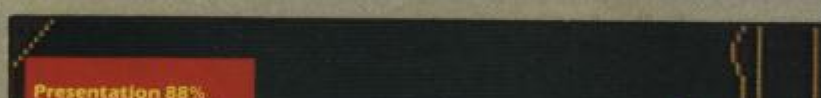
(Paul) Most people would only be able to play the cassette version of this, so I would take the presentation and hookability ratings down to about 83% because of the slow multiload. The Epyx games beat *Go For the Gold* on the graphics and sound fronts, but on price and playability, this could still hold its own on anyone's software shelf.

(Gordon) Presentation down to 90%, graphics, hook and lastability down by 5% each, sound down to 70%, and value and overall down by a couple of marks. It's stood the test of time very well . . .



ter's stomach. Unfazed by the unusual scenario, the team got down to some serious flipper-bashing. 'What a brilliant game!' ejaculated Mr Rignall, who went on to comment on its aesthetic shortcomings being offset by 'pure playability.' Gary Penn considered it 'a fine pinball game with some unusual additions' and Gary Liddon's praise amounted to the phrase 'the best game I've played for ages.'





Presentation 88%
Straightforward, with neat and tidy on-screen appearance.

Graphics 65%
Large, rather simple and strongly coloured, but ball movements are convincing.

Sound 79%
Good pinball FX and stomach rumbling atmosphere.

Hookability 96%
Can't fault it, nothing to hold you back from instant enjoyment.

Lastability 96%
This one has the essential ingredient — you just don't know when to stop.

Value For Money 99%
At its low price it's a steal.

Overall 96%
A simply addictive and highly playable pinball.

The unusual scenario and scrolling table made *Slamball* just that little bit more interesting to play than most pinball games, and I was hooked for weeks. With no real developments of the pinball game-style having been made since then, *Slamball* is still as fresh now as it was back in 1986
PG

The only slight problem I had with this otherwise superb pinball interpretation was that it was a little easy! The graphics weren't up to much but every other aspect made it simply the best pinball game around. Cute and very addictive, it's worth every penny.
GH

(Paul) Hookability down by, say, 10%, because the poor looks were initially off-putting, and the rest of the ratings all down to around the 90% mark. *Slamball*'s extraordinary playability might still scrape it a Silver Medal.

(Gordon) I'd definitely give it a Silver Medal! All the marks should come down by 5% or so, but it's still highly recommended.

ZZAP! 64 READERS'

AUGUST 1988

GAMES TOP 30

1 *(2)* **CALIFORNIA GAMES**
Epyx

2 *(1)* **SHOOT 'EM UP CONSTRUCTION KIT**
Outlaw

3 *(4)* **BUBBLE BOBBLE**
Firebird

4 *(8)* **PROJECT STEALTH FIGHTER**
Microprose

5 *(3)* **PLATOON**
Ocean

6 *(6)* **BUGGY BOY**
Elite

7 *(7)* **INTERNATIONAL KARATE +**
System 3

8 *(10)* **WIZBALL**
Ocean

9 *(9)* **CYBERNOID**
Hewson

10 *(5)* **NEBULUS**
Hewson

11 *(11)* **IO**
Firebird

12 *(12)* **KIKSTART II**
Mastertronic

13 *(17)* **IKARI WARRIORS**
Elite

14 *(15)* **DRILLER**
Incentive

15 *(14)* **STRIKE FLEET**
Electronic Arts/Lucasfilm

16 *(29)* **TARGET RENEGADE**
Ocean

17 *(16)* **ZYBEX**
Zeppelin

18 *(13)* **HUNTER'S MOON**
Thalamus

19 *(19)* **WORLD GAMES**
Epyx

20 *(20)* **4TH & INCHES**
US Gold

21 *(30)* **PAC-LAND**
Quicksilva

22 *(23)* **SKATE OR DIE**
Electronic Arts

23 *(26)* **MATCHDAY II**
Ocean

24 *(21)* **WORLD CLASS LEADERBOARD**
US Gold/Access

25 *(24)* **GUNSHIP**
Microprose

26 *(25)* **DEFENDER OF THE CROWN**
Mirrorsoft

27 *(27)* **GAUNTLET II**
US Gold

28 *(22)* **BATTLE VALLEY**
Rack-It

29 *(18)* **ARCADE CLASSICS**
Firebird

30 *(28)* **ZYNAPS**
Hewson

CHARTS

MUSIC TOP 10

1 *(1)* **DELTA**
Thalamus
Main Theme – Rob Hubbard

2 *(4)* **SKATE OR DIE**
Electronic Arts
Title Tune – Rob Hubbard

3 *(2)* **BMX KIDZ**
Firebird
Title Tune – Rob Hubbard

4 *(5)* **DRILLER**
Incentive
Main Theme – Matt Gray

5 *(9)* **WIZBALL**
Ocean
Main Theme – Martin Galway

6 *(3)* **ARCADE CLASSICS**
Firebird
Main Theme – Rob Hubbard

7 *(6)* **TETRIS**
Mirrorsoft
Main Theme – Hagar

8 *(7)* **INTERNATIONAL KARATE +**
System 3
Title Tune – Rob Hubbard

9 *(10)* **I BALL**
Firebird
Main Theme – Rob Hubbard

10 *(8)* **SANXION**
Thalamus
Loading Music – Rob Hubbard

COIN-OP TOP 10

1 *(4)* **AFTERBURNER**
Sega

2 *(1)* **BUBBLE BOBBLE**
Taito

3 *(2)* **BLASTEROIDS**
Atari

4 *(-)* **VULCAN VENTURE**
Konami

5 *(3)* **R-TYPE**
Irem

6 *(6)* **ROAD BLASTERS**
Atari

7 *(5)* **720°**
Atari

8 *(10)* **PAC-MANIA**
Atari

9 *(8)* **SUPER HANG-ON**
Sega

10 *(-)* **DOUBLE DRAGON**
Taito

VIDEO TOP 10

1 *(2)* **ALIENS**

2 *(6)* **BLADE RUNNER**

3 *(-)* **FERRIS BUELLER'S DAY OFF**

4 *(-)* **BEVERLY HILLS COP II**

5 *(3)* **PLATOON**

6 *(4)* **A NIGHTMARE ON ELM STREET III**

7 *(5)* **THE FLY**

8 *(7)* **HAMBURGER HILL**

9 *(-)* **THOMAS THE TANK ENGINE**

10 *(-)* **LITTLE SHOP OF HORRORS**

NAME ....
ADDRESS ....
....
....
POSTCODE ....

MY TOP FIVE GAMES ARE:
1: ....
2: ....
3: ....
4: ....
5: ....

MY FAVOURITE PIECE OF 64 MUSIC IS:
....

MY FAVOURITE ARCADE GAME IS:
....

MY FAVOURITE VIDEO IS:
....

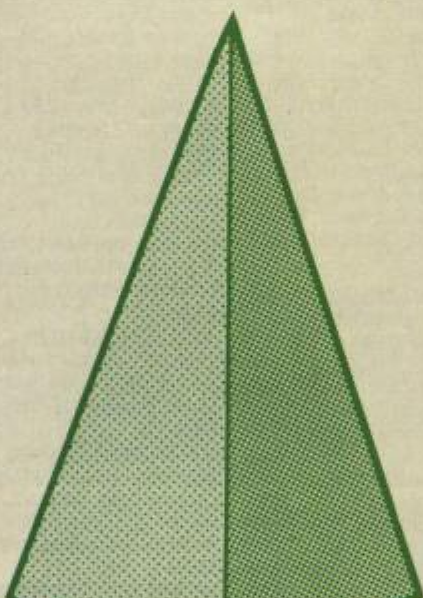
T-SHIRT SIZE: MEDIUM/LARGE

SEND TO ZZAP! CHARTS, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB

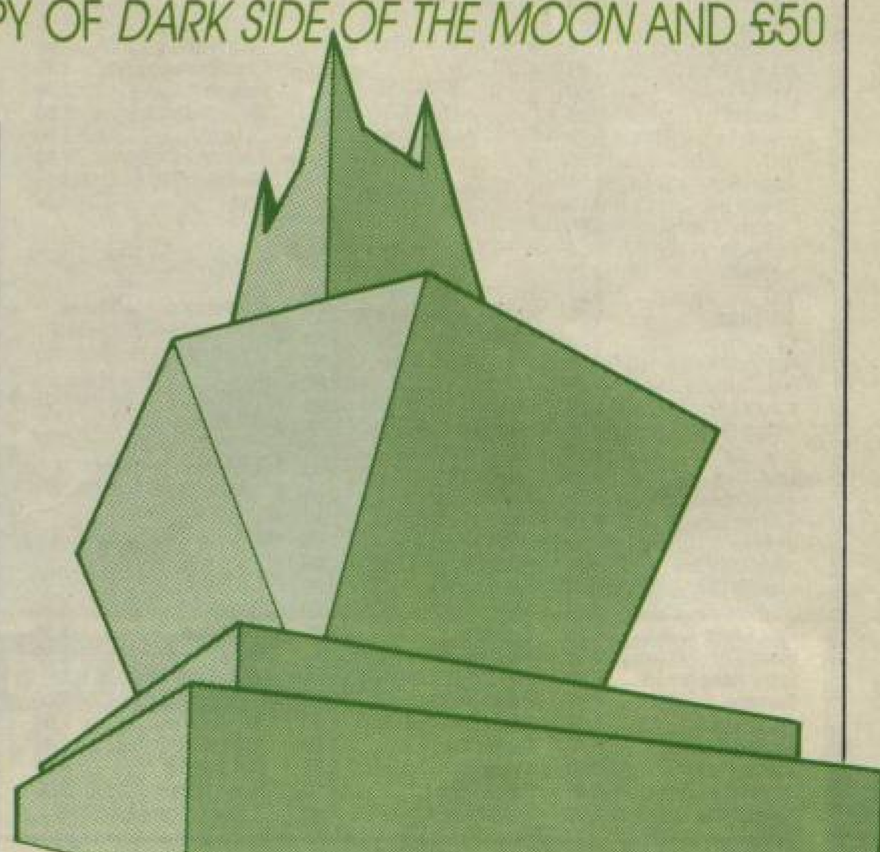
COMP

HEY BABE . . . TAKE A WALK ON THE DARK SIDE

AND WIN A PORTABLE CD PLAYER, A COPY OF *DARK SIDE OF THE MOON* AND £50 WORTH OF CD TOKENS WITH INCENTIVE!



IAPETUS
REGULUS
UMBRIEL
PROCYON
TRICUSPID
TRITON
SPHINX
TELEPOD
PLEXOR
ZEPHYR



Cheers resounded throughout the ZZAP! office when those happy chaps at Incentive announced that they had finished work on the sequel to their Freescape (TM) hit *Driller*. This instalment in the saga goes by the name of *Dark Side* and we at ZZAP! thought so highly of the game that we had no option but to continue the tradition started by its predecessor, and award it a Sizzler.

Well, Ian Andrew, Big Cheese at Incentive, was so chuffed at his game's success that he decided to celebrate with a competition. But what could he give away? The answer leapt straight into Glenys' head – a copy of Pink Floyd's *Dark Side of the Moon*! Yeah . . . Well . . . Not a particularly impressive prize on its own, unless you're an evergreen hippy like Miss Powell, so we thought, why not make it a copy of this classic album on compact disc and bundle it with one of those 'Impress your friends, out-groove your enemies' portable compact disc players? Just so you can choose some of your own music, we're including a wad of CD tokens worth £50! Yeah, that's more like it!

In case you aren't the lucky person who has his/her name drawn out of the ZZAP! cake tin on **August 15th**, you can keep your hopes high for one of the 25 runners-up prizes. These will be Incentive goodie bags, containing posters, key-rings and lots of other Incentive gear which is not available in High Street shops anywhere.

'So, what do I have to do?' is what you're all saying. OK then, check out the word-square on this page. Somewhere in that mish-mash of letters are ten cunningly hidden *Dark Side* words, which we have been genial enough to list. All you have to do (goodness, this is easy), is scrutinise the word-square, looking for the ten words which run upwards, downwards, diagonally and even back-to-front, then mark them on the square (or a photocopied facsimile), cut it out and send it to-o-o-o-o:

**TAKE A WALK ON THE DARK SIDE COMP,
ZZAP! TOWERS, PO BOX 10,
LUDLOW, SHROPSHIRE, SY8 1DB.**

A	M	E	R	I	C	A	N	O	L	D
B	O	X	E	S	F	L	O	P	F	C
I	Y	U	R	U	T	I	T	T	R	T
A	G	E	E	L	A	B	I	R	I	E
P	O	S	J	U	M	B	R	I	E	L
E	R	P	A	G	L	E	T	C	N	E
T	D	H	Z	E	F	N	Y	U	D	P
U	O	I	A	R	A	T	S	S	S	O
S	N	N	O	Y	C	O	R	P	B	D
R	O	X	E	L	P	A	A	I	M	M
P	U	N	K	Y	S	D	I	D	L	E

NAME ....
ADDRESS ....
....
....
POSTCODE ....

Castle Computers

NOW TAKEN (Access) (VISA)

DEPT Z4
CASTLE HOUSE
11 NEWCASTLE STREET
BURSLEM
STOKE ON TRENT

TEL: 0782 575043

SALE SALE SALE SALE SALE SALE

SALE C64 CASSETTES

Gothic 6.50
Karnov 6.50
Vixen 6.99
Knightmare 3.95
Indiana Jones 3.95
Power at Sea 7.50
The Train 7.50
Apollo 18 7.50
Test Drive 7.50
Skate or Die 7.50
IO (Firebird) 6.99
Road Runner 3.95
Bangkok Knights 3.95
Black Lamp 6.75
Johnny Reb 2 2.99
Dan Dare 2 6.99
Brave Starr 6.99
Rolling Thunder 6.99
Arkanoid 2 6.99
Venom Strikes Back 6.99
Gutz 6.50
Target Renagade 6.50
Platoon 6.75
Legions of Death 3.95
Rampage 6.75
Ramparts 6.75
720° 6.99
Sidearms 6.99
Live Ammo 6.99
Airbourne Ranger 10.50
Adv. Tactical Fighter 6.99
Terramex 6.95
Victory Road 6.50
Risk 4.99
Traz 6.99
Andy Capp 6.75
Garfield 6.75
Gunship 10.50
Killed Until Dead 3.95
Evening Star 6.50
Predator 6.99
Dark Castle 6.99
Bionic Commandos 6.99
Super Hang On 6.99
Bismark 6.99
4th and Inches 6.99
Star Wars 6.75
Stealth Fighter 10.50
Impossible Mission II 6.99
Through the Trap Door 2.99

Shackled 6.99
Road Blasters 6.99
Wizard Warz 6.99
Pink Panther 6.99
Quartet 2.99
Samurai Warrior 6.99
Supersprint 2.99
Championship Sprint 2.99
Captain America 3.95
Flying Shark 6.75
Shoot 'Em Up Con Kit 10.00
Pacland 6.75
Thundercats 6.75
Buggy Boy 6.75
W. Class L'Board 6.75

★ ★ ★ ★ ★ ★ ★ ★ ★ ★

SPECIAL OFFER LAST NINJA
Our price £6.99
MEGA OFFER

★ ★ ★ ★ ★ ★ ★ ★ ★ ★

Arc of Yesod 1.99
Gamestar Baseball 2.99
High Frontier 2.99
Armageddon Man 5.95
Gunboat 2.99
Chuck Yeagers Flt. Sim 7.25
Space Harrier 3.95
Clever and Smart 2.99
Cauldron II 2.99
Western Games 2.99
Druid II Enlightenment 2.99
Druid 1.99
Flunky 2.99
Frankenstein 2.99
Dead Ringer 1.99
Barbarian 3.95
Basil Mouse Detective 2.99
The Comet Game 99p
Galactic Games 2.99
Knight Games II 2.99
Hacker II 2.99
Octapolis 2.99
Field of Fire 3.95
Guadal Canal 3.95

Shadows of Mordor 3.99
Eye 2.99
Shanghai 2.99
Nodes of Yesod 2.50
Falcon: Renagade Lord 2.99
On the Tiles 2.99
President 1.99
Out of this World 2.99
Sidewize 2.99
Snap Dragon 2.99
Ramparts 2.99
Matchday 2 4.95
The Sidney Affair 2.99
Star Raiders II 2.99
M.A.C.H. 2.99
Tracker 4.95
Instant Music 7.50
Last Mission 2.99
Mandroid 2.99
Target Renagade 6.50
Zaxxon 1.99
Yes Prime Minister 2.99
Rockfords Riot/Boulderdash 2.99

★ ★ ★ ★ ★ ★ ★ ★ ★ ★

Educational Games
Paddington's Early Visit
Paddington & Disappearing Ink
Paddington in the Garden
£3.95 each or £9 for all 3
ALSO
First steps with the Mr Men
Word Games with the Mr Men

★ ★ ★ ★ ★ ★ ★ ★ ★ ★

Outrun 4.95
Lazer Tag 4.95
Solomons Key 2.99
Beyond Ice Palacel 6.99
Bards Tale 1 6.99
Bobsleigh 2.99
Flightdeck 3.99
B24 Bomber 4.25
Street Hassle 3.50
Leaderboard Exec. 3.95

★ **C64 CLEARANCE CASSETTES** ★
STOP PRESS!
LAST FEW
Rygar 3.95
Gryzor 4.95
Combat School 3.95
Trantor 3.95
Hysteria 2.99
Knightmare 3.95
Bangkok Knights 3.95

Side Walk 2.99
Gauntlet 1 2.99
Strike Force Harriers 3.95
Leviathon 2.99
Enigma Force 75p
Election 2.99
Eagles 1.99
Gauntlet 2 4.99
Fifth Quadrant 1.99
Metro! Cross 1.50
Test Drive 6.95
Dan Dare 1.75
Future Knight 1.99
Falcon Patrol II 1.50
Dark Side 7.25
Flintstones 6.99
Skate Crazy 6.99
Chain Reaction 2.99
Vampires Empire 6.50
Mean City 2.99
Pandora 6.50
Max Torque 2.99
Polar Pierre 2.99
The Inheritance 2.99
Last Ninja II 6.99
Cybernoid 6.50
Labyrinth 2.99
Winter Games 3.95
Lords of Midnight 1.99
Nemesis the Warlock 1.99
Desolator 6.99
Nemesis (Final Chall) 2.99
Blood Brothers 6.99
Strangeloop 99p
Hercules Slayer Damned 6.99
Jailbreak 2.99
Star Paws 2.95

Top Fuel Challenge 3.95
Mega Apocalypse 2.99
Time Tunnel 2.99
Alien Syndrome 6.99
Jinks 6.99
Solider of Light 6.50
Mystery of the Nile 2.99
Scary Monsters 2.99
Alien Syndrome 6.95
Demon Stalker 7.50
PHM Pegasus 7.50
Road Blasters 6.99
N. Mansell's G. Prix 7.95
Now Games 5 6.99
Jack the Nipper II 2.75
Auf W'sehen Monty 2.75
Mask II 3.99
Masters of Universe The Movie 3.99

ALL AT £1.75 EACH –
Joe Blade, Popeye, Trapdoor, Deviants, BMX Simulator, Pro Ski Simulator, Tanium, Battle Valley, Grand Prix Simulator, Strike Force Cobra, Zolyx, BMX Kids, Colony, Micro Rhythm+, Train Robbers, Oh No, Scout, Airwolf, Ghost Busters, Eddie Kidd, Rigels Revenge, Star Force Nova.

C64 CASSETTES (STRATEGY)

SSI Tigers in the snow 2.99
Guadal Canal 3.95
War Game Greats 9.95
PSS Theatre Europe 3.95
Tobruk 7.95
Pegasus Bridge 9.50
Sorceror Lord 9.50
Power Struggle 3.95
Okinawa 3.95
Firezone 9.50
Conflicts 9.50
Conflicts II 7.95
Battle for Midway 3.95
Battle of Britain 3.95
Annuls of Rome 9.50

COMPILATIONS

10 GREAT GAMES VOL 2 – Mask, Bulldog, Re-Bounder, Convoy Raider, Jack Nipper II, Deathwish 3, Auf W'sehen Monty, Thing Bounces Back, Basil – Great Mouse Detective, Samurai Trilogy. **All these games for only £7.50**

KIDS PLAY – Xeno, Nomad, Prodigy, Bounces, Monty on the Run, Barry McGuigans Boxing, Bounty Bob Strikes Back, Starion, Sky Fox, Electro Glide. **All these for £3.95**

4 SMASH HITS – Ranarama, Zynaps, Exolon, Uridium+ **at only £6.75**

COIN-OP CONNECTION – Express Raider, Crystal Castles, Metrocross Breakthru – **only £2.99**

SPORTING CLASSICS – Barry McGuigans World Championship Boxing, The Great American Cross Country Road Race, Decathlon, On Field Football, Star League Baseball. **All 5 Great games for Only £3.95**

ARCADE FORCE FOUR – Gauntlet, Indiana Jones and the Temple of Doom, Metro Cross, Road Runner. **Only £5.95**

MAGNIFICENT 7 – Cobra, Head Over Heels, Short Circuit, Franky, Arkanoid, Wizball, The Great Escape, Yie Ar Kung-Fu. **Now only £6.99**

WE ARE THE CHAMPIONS – Renagade, Super Sprint, Barbarian, International Karate +, Rampage. **All these only £6.99**

WE NOW OFFER AN EVEN FASTER SERVICE THAN EVER BEFORE! TRY US, YOU WON'T BE DISAPPOINTED
P&P 50p on all orders under £5. Over £5 P&P is free. Overseas £2 per tape.
PLEASE STATE COMMODORE WHEN ORDERING. PLEASE STATE ZZAP IN ALL ORDERS. FIRST CLASS POST USED.
MANY THANKS TO ALL ZZAP READERS WHO ORDERED OFF US LAST MONTH.

C64 SALE DISKS

STRATEGY
Chickamauga 9.95
Carriers at War 14.95
Paton V Rommel 11.95
Rommel (African Campaign) 13.95
Battlefront 9.95
Halls of Montezuma 13.99
D. Battle American Civil War 17.95
Battles of Normandy 17.95
Lords of Conquest 9.95

STOP PRESS
THUNDERCHOPPER
RRP 19.95 from Sublogic
50 only at only £9.95

Others
Gemstone Warrior 4.95
Rogue Trooper 2.99
Zork II 4.99
Zork III 7.99
Druid II 4.99

BUGGY BOY 5.95
THUNDERCARS 5.95
X15 ALPHA MISSION 5.95

Athena 2.99
XOR Games Designer 3.95

C64 SALE DISKS

OVER 10,000 GAMES DISCS TO CLEAR. WE ARE SELLING THEM AS BLANKS THEY ARE ALL BRAND NEW, AND WE HAVE CLIPPED THEM FOR YOUR CONVIENIENCE. BE QUICK FOR THESE.
10 for 5.95 or 20 for £10

Soko Ban 10.95
Leaderboard 6.95
Indiana Jones 5.95
221B Baker Street 5.95
Alternative Reality (The Dungeon) 7.95
Plundered Hearts 7.99
Elite Collection 1 4.99
Elite Collection 2 7.99
Street Hassle 3.95
Hades Nebula 3.99
Bards Tale 10.95
Bards Tale II 10.95
Cyborg 2.99
Guadal Canal 4.99
Scary Monsters 2.99
Starfleet 1 10.95
Greyfell 2.99
Werner 1.99
Flunky 2.99
Firetrap 3.95
Tracker 4.95
Bionic Commando 10.95
Last Ninja 2 10.95

★ ★ ★ ★ ★ ★ ★ ★ ★ ★
C64 DISKS JUST ARRIVED
★ ★ ★ ★ ★ ★ ★ ★ ★ ★

Test Drive 11.95
Chuck Yeag's A.F.T. 11.95
The Train 10.95
Strike Fleet 11.95
Power at Sea 10.95
PHM Pegasus 11.95
Airbourne Ranger 13.00
Stealth Fighter 13.00
Spy V Spy 4.95
Kinetic 1.99
ICUPS 1.99
Dandy 1.99

AMIGA SPECIALS

Star Glider 16.95
Platoon 16.95
Storm Tropper 13.95
Carrier Commando 16.95
Leathernecks 16.95
Aaargh 12.95
Rocket Ranger 21.95
Three Stooges 19.95
Rolling Thunder 15.95
Garrison II 15.95
Ferrari Formula One 16.95
Questron II 16.95
Beyond Zork 16.95
Return to Genesis 13.95
Great Giana Sisters 16.95
Bards Tale 2 16.95
U.M.S. 16.95
Vampires Empire 12.95
Sidewinder 6.95
Bubble Bobble 12.95
Druid II 13.95
Xenon 13.95
Time & Magick 12.95
FOOTBALL MANAGER II 16.95
Pandora 13.95
BMX Simulator 10.99
Roadwars 13.95

AMIGA SPECIALS

Nord and Burt 9.95
Lurking Horror 9.95
Beaurocracy 9.95
Leather Goddes of Ph. 9.95
Hitch Hikers Guide to Galaxy 9.95
A Mind Forever Voyaging 9.50
Plundered Hearts 9.50
LITTLE COMPUTER PEOPLE 9.99
Grid Iron 17.95
Shooting Star 3.95
Buggy Boy 13.95
Corruption 16.95
Space Port 3.95
Hardball 9.95
Mean 18 9.95
Trinity 9.50
THUNDERBOY RRP 14.95 **OUR PRICE** 7.95
Borrowed Time 6.95
Peter Beardsley's Football 13.95
Emerald Mine 13.95
Better Dead Than Alien 13.95
Wizard Wars 16.95
Station Fall 9.50
Tanglewood 13.95

C64 CASSETTES PRICES

PLAY TO GAIN
10th Frame, Leader Board, Metro Cross, Executive Leader Board, Supercycle, Pit Stop 2, Leader Board Tournament
ON OFFER £5.95

ARCADE ALLEY
Express Raider, Kung Fu Master, Breakthrough, Last Mission, Tag Team Wrestling, Karate Champ
ON OFFER £3.99

SUMMER GOLD
10th Frame, Impossible Mission, Rebel Planet, Dambusters, Bruce Lee, Beach Head
ON OFFER £3.99

ARCADE CLASSICS
Pole Position
Dig Dug
Mr Do
Pac Man
£3.95

BRODERBUND
4 GREAT GAMES:
Stealth, Spelunker, Raid on Bungeling Bay, and Choplifter
RRP £9.95 **Now only £4.95 FOR ALL FOUR**

READER CLASSIFIEDS

Your small ads are reaching over 250,000 other readers in Britain and around the world!

The more observant of you may have noticed that last month's Classifieds form omitted one vital feature – this has now been rectified, and you won't have to send in Issue 38's form again! Anyway, if you're looking to sell or swap software, hardware or fanzines, this is the place to look. Read on . . .

WANTED

VIXEN, *Alien Syndrome, Pawn, Frightmare, Mind Forever Voyaging, Samurai Warrior, Rimrunner, Matchday II, Impossible Mission II, Shackled* and other disks. Must be cheap. Derek Scott, 149 Griffin Close, Bristol Road South, Northfield, Birmingham.

WANTED, C64 users from all over the world, latest stuff on disks. Send list/disks to Alpha One, 100 Lancaster Gate, Flat no 11, London, W2.

ATARI 520 STFM and games or an Amiga A500. Also amplifier for lead guitar. Austin Delaney, 35 Manor Gardens, Warminster, Wilts, BA12 8PN. Phone (0985) 214505

AMIGA CONTACTS wanted from all around the world, all letters will have replies. Write to Ian Davies, Glenthorne, Stretton Sugwas, Hereford, HR4 7PU.

ANYTHING to do with Katharina Witt, photos, posters, videos, info - top prices paid. Details to: J Dowling, 19 Chester Road, Old Penshaw, Houghton-Le-Spring, Tyne and Wear, DH4 7EL. Please mark envelopes ZZAP! 64. Thank you.

HAMMOND ORGAN, good condition also good amplifier for use with Hammond organ may also take Farfisa. May buy or swap computer. Phone John (0346) 27231. After 7pm.

FOR SALE

COMMODORE 64 software for sale over 115 games. All popular titles, many recent. Tel: Northampton (0604) 767743 after 7 pm. Ask for Mark.

COMMODORE 64, 1541 disk drive, C2N, Final Cartridge 3, Action Replay Mk 3, joystick, latest original sotware, over 60 disks, 100's of games, worth over £2,000. Quick sale only £650 ono. Phone Peter on (0344) 483550.

CBM 64 FOR SALE, recently serviced, 2 tape decks, loads of original games including *Bubble Bobble, 720, Combat School, Wizball, California Games*, also Quickshot II, joystick, all for £120 ono. Phone 0344 779970.

1541C DISK DRIVE and £180 top quality disk software. Titles include: *Alter Ego, GAC, Wargame Construction Set, Barbarian*. 14 other disks and manual. Worth nearly £400, all games original. £150 ono. Call Ceri on (0705) 733122.

COMMODORE GAMES originals £3 each, £12 for five. CBM 64 computer, datasette, utility cartridges, years warranty, £150. 1541 disk drive, blank disks, covers, £100. MPS803 printer, box printer paper £150. Phone Andy 0252 521005.

CBM 64 PROGRAM Protection Guide. A detailed guide to anti-piracy techniques, including anti reset pokes and more! Send £2 to Mr J G Homer, 151 Peveril Crescent, Sawley, Long Eaton, Notts, NG10 3DW.

GAMES FOR SALE. Many older games, some new. A few disks, ideal for new 64 owner. Cheap prices. All originals. Write to: Paul Cochrane, 12 Madeira Street, Dundee, DD4 7HA for list.

COMMODORE 64, 1541 disk drive, MPS 803 printer, expert cartridge, sound sampler, speech synth, arcade joystick, C2N cassette unit, loads of cassette games, 40 disks packed with games and utilities. Accept £400. Call 0602 724758.

COMMODORE 64, EXCELERATOR disk drive still boxed. Well over £600 games. Tape deck, many new titles, freeze frame. £600 ono. Sean Reece, 2 Garden Street, Newfield, Bishop Auckland, Co. Durham. 0388 606789 after 4pm.

C64, 1541C DISK DRIVE, cassette and disk games, tape deck (Built in tuner), joysticks, mags, worth £1000. Offers. Tel: 0732 865122. Edenbridge, Kent. Anytime.

C64 SYSTEM all you'll need for gaming/serious use. Includes disk drive, printer, colour monitor etc. All in excellent condition with manuals boxes, magazines, will sell for £500 ono. Call Chris Mason (0734) 62930 after 6pm.

FOR SALE! 16 great games for a ridiculous price of £4. To get your games just phone David on 0234 740 377 or write to 131 Bedford Road, Wilstead, Bedfordshire, MK45 3HS. Postage and packing included.

CBM64, 1541 DISK DRIVE, C2N data cassette, computer desk, competition joystick, freeze machine, carrying case and over £200 of software. Only £200. Will deliver 50 mile radius. Phone Stephen, Dumfries (0387) 61929 after 6pm.

C64, 1541 DISK DRIVE, MPS801 printer, mouse, games worth £1100. Inclusive £400, without games £250. Includes *Platoon, Nebulus, Buggy Boy, Matchday II, Defender of Crown, Bubble Bobble* etc. Also Action Replay Mark III, blank disks. Ring (0437) 4401.

COMMODORE 64, tape deck, three joysticks, £500 worth of games include *Rampage, California Games, Last Ninja, Ikari Warriors, Defender of Crown, Slap Fight, 720* and more. Sell for £250 ono. Tel: Robert, 560 3554 (Hounslow).

COMMODORE 64, datacassette, joystick, books, magazines, reset, 200 games including *Hunter's Moon, Arkanoid 2, Gryzor, SEUCK, Skate or Die, Combat School, Nebulus, Firefly, IK, Ten Great Games Two*, plus more. £275 ono (0708) 42909 after 5pm.

COMMODORE 64, cassette recorder, Pro 5000 joystick, loadsagames, including *Last Ninja, Gauntlet, World Games* plus 110 others, loadsamags, but not for loadsamoney, just £200. Must sell! Quickly as possible, phone (0245) 440139 (after 6pm please).

LOADS OF 64 SOFTWARE for sale. Some utility progs as well as arcade games. Write for list to Darren Bawden, 11 Cleveland Way, Hatfield, Doncaster, S. Yorks. Enclose SAE for reply.

MEGABARGAIN, 1 and a half year old CBM 64, tape deck, three good condition joysticks, mouse, cheese, software and an amazing £900 worth of original software. Bargain at £300 ono. Phone Jon 0924 277244. 4pm to 10pm.

COMMODORE 64C, C2N, two joysticks, 100 original games, Neos mouse, also all ZZAP!s ever!, C&VG's etc. Worth well over £800! For quick sale £220 ono. Tel: 0222 512125 after 6pm. Dinas Powys, Wales, Nr Cardiff.

C128-D with built-in disk drive, MPS 801 printer, C2N cassette deck. Over 50 items of software (mostly games). Mouse, joystick, printer paper, Expert Cartridge, Books tel: (0293) 884362 after 1.30pm. Price: £600 ono. Recently serviced.

C128 FOR SALE with 1531, printer, mouse and joystick. Loads of games and all input mag. £330 ono. Ring (0432) 263470. Ask for Ian.

COMMODORE 64C with 'Load it', datacassette, mouse and cheese, Action Reply MK III reset, back up and sprite killer cartridge, 40 games including *Defender of the Crown, Matchday II*, joysticks, worth £400. £220 ono. Telephone 01 642 3210.

COMMODORE 64, two recorders, disk drive (Excelerator), Diskmate II, paddles, joystick, magazines and games. Worth over £600 sell for £295 ono. Tel: Nik on (0462) 686180

C64, DATA RECORDER, 1541C disk drive, games, magazines and utilities. Everything in good condition. Worth over £750 the lot. Sell for £350 ono. Phone (0985) 214505. Austin Delaney, 35 Manor Gardens, Warminster, Wilts. BA12 8PN (0985) 214505.

C64 1531 DATASETTE, joysticks, magazines, cover, music maker over 50 games, worth over £500. Sell for £260 ono. Phone Gary (London) 01 352 4884.

COMMODORE 64 PRINTER for sale. CP-80 peripheral printer, CBM 64 compatible, hardly used. £75 ono. Contact Mike on 021 384 6304 or write to 578 Chester Road, Wylde Green, Sutton Coldfield, West Midlands, B73 5HJ.

COMMODORE 64, 8 months old, VGC, joystick, light pen, speech synthesizer. Action Replay 2, many original games. All issues of ZZAP! 64. Worth £530 new, sell for £150. Telephone: Matlock (0629) 732604 after 4.30pm.

TURBO SAVE will load your Basic progs with speed. Complete with flashy border. Only £2.75 (inc PP). Send dosh with name and address to: John O'Keeffe, 62 Winslow Road, Granborough, Bucks, MK18 3NQ.

ARE YOU A 64 BEGINNER? If you want good quality software at very low prices write to John Apps, 163 Malmstone Avenue, Merstham, Redhill, Surrey, RH1 3JL. Please enclose an SAE for price list.

FOR SALE C64, 2 joysticks, C2N, mouse and cheese, software. Over £270 worth of games. Lots of mags. Will swap for ST or Amiga. Phone 01 232-1029. After 5pm. Ask for David.

35 WORDS FOR ONLY £2.50!

Thousands of Commodore computer owners across the world read ZZAP! every month. The Reader Classifieds are your low-cost opportunity to reach them with a small ad, whether you want to buy, sell, swap or advise. And it's simple – a one-off cost for up to 35 words for £2.50. Just fill in the form below!

CLASSIFIED HEADINGS

ZZAP! Reader Classified Section is not open to trade or commercial advertisers, but Fanzines may use it. The headings are self-explanatory: **WANTED, FOR SALE, SWAPLINE, USER GROUPS, PEN PALS, FANZINES** and **EVENTS DIARY** (for club/user group news, meetings or planned events). However, be careful about ZZAP! publishing dates with the last!

HOW TO PLACE YOUR SMALL AD

Cut out and send off the form, together with your payment of £2.50 per entry form (cheques or postal orders preferably, made payable to NEWSFIELD LTD). Photocopies of the form are acceptable.

- The maximum is 35 words
- The service is not open to trade/commercial advertisers
- Small ads will be printed in the first available issue
- The editor reserves the right to refuse ads which do not comply with normal decent practice, or which could be interpreted as encouraging software piracy

ZZAP! READER CLASSIFIEDS

Send to **ZZAP! READER CLASSIFIEDS, PO Box 10, Ludlow, Shropshire SY8 1DB**

Name ....

Address ....

....

.... Postcode ....

Tick Classified heading:

☐Wanted ☐For Sale ☐Swapline ☐Pen Pals ☐User Groups ☐Fanzines ☐Events Diary ☐Miscellaneous

Method of payment ☐Cheque ☐Postal Order

Write your advertisement here, one word per box, and include name, address and phone number if you want them printed.

CBM 64, EXCEL, disk drive ,tape deck, modem, joystick, reset switch and £350 of software including *Stealth Fighter, Platoon, Def Crown, SEUCK, Guild Thieves*, magazines. All for only £300 ono. Phone 0924 373505. Ask for Simon.

COMMODORE 64, printer, disk drive, tape deck, magazines and software galor, yours for £700 ono. Contact: Simon Glister, 121 Salisbury Road, Totton, Southampton, Hants, SO4 3HZ by post only with SAE for full list. All genuine!

COMMODORE 64, data recorder, two joysticks, action replay cartridge, manuals, magazines, 45 games including *SEUCK, Platoon, Ikari Warriors, Defender of the Crown*, £250. Tel. 0525 378025. Ask for David.

C64, DATASETTE, joysticks, freeze frame, £270 worth of software inc. *Nemesis, Dan Dare, Winter Games, Army Moves, Gauntlet, Last Ninja and IO*. Tel: (0293) 884965 after 5pm weekdays or after 6pm weekends. Price £120.

COMMODORE 64 plus all of the following, over £400 of games and software, over £100 of magazines and programming books, most being brand new; a Euromax joystick and a tape deck which converts to a 4 tape deck if needed. Many posters and leaflets included. Everything boxed with cassettes stored in good holders. There's more than there sounds. All worth £700. Open to offers (please be reasonable). Phone 07253 420.

C64 GAMES on disk for sale. All originals including *Predator, SEUCK, Hunter's Moon* and more, call for list. All in excellent condition and full documents. Tel: 01 806 2739 after 6pm. Ask for Jake.

C64, DISK, Expert Cartridge, C2N, modem, quick data drive, five joysticks, fifty games, tape/disk, CNET demos, thirty disks and holder, £450 ono. Phone John (0346) 2723 after 7pm (may split).

FOR SALE, 38 C64 software titles including *Solid Gold, Laser Basic, World Games and SEUCK*, £50. Send to M Sibthorpe, 18 The Stray, Darlington, Co Durham, DL1 1EP, on cassette.

COMMODORE 64, Music Maker, C2N, reset switch, dust covers, new 12/86. Fully maintained under warranty, plus 30 recent top games, joystick, all mint condition, £100 the lot. No offers! Phone Steve 0429 269344

COMMODORE 64 games. Titles like *Defender of the Crown, 720, Out Run, Gunship* and many more. All original and some Spectrum games. Write for a list to: Ziad, 3A College Avenue, Maidenhead, Berks. SL6 6AR for a list.

ATARI 800XL DISK DRIVE and tape deck, loads of games on tape and disk trak ball etc. Sell for £170 ono. S. Law, 20 Cavendish Road, Rochester, Kent, ME1 2HN.

SWAPLINE

DISK USERS! Steve and Andrew Poole, 1 Highland Grove, Cwmbran, Gwent NP44 1BL would like to hear from you to swap games, demos, hints etc for the 64. We promise to reply to all letters.

SHARP M2-731 computer and data recorder printer/plotter and mags, software, manual, cost more than £600. Still boxed, excellent condition, great for home/office use. Swap for an Amiga. Phone (0628) 76861 (after 7!) if interested.

ATTENTION all C64 users!!! We want to swap C64 programs on disk. We have got many new titles. Send your list to PPC, PO Box 131, 78207 Varkaus, Finland. PS; all letters will be answered!!!

AMIGA, C64, newest stuff, write to TSV/Sharks, PO Box 12 CH-1605 Chexbres or call: CH- (021) 921 56.21 (Daniel) Switzerland. 19.00 to 23.00

AMIGA STUFF and programming know how - swap, write to Hardrider, PO Box 842 CH-1001, Lausanne, Switzerland.

AMIGA, C64, write to me to swap the newest stuff: Daniel Brummer, Les 2, Clefs, CH-1813 ST - Saphorim (No losers please). TSV/Sharks Swiss.

AMIGA. Public Domain software. Please write Ozark, PO Box 1104, DK-2635 ISHOJ, Denmark.

AUSSIE C64 freak wants to swap latest stuff with anyone anywhere. Contact Mick Dundee, 34 Booth Crescent, North Dandenong, Melbourne 3175, Victoria, Australia. No lamers please

SINCLAIR SPECTRUM plus, tape deck, joystick interface, loads of games, swap for monitor for C64 or sell £90. Write S. Law, 20 Cavendish Road, Rochester, Kent, ME1 2HN.

PENPALS

HI ALL AMIGA USERS. I'm desperate for more reliable penpals. I will guarantee to reply. Phone or write now. Ask for Perze. 18 Manor Drive, 'The Carrs', Newbiggin by the Sea, Northumberland. Phone 0670 854243.

AMIGA/C64 PENPALS wanted to swap ideas, info and progs all over the worldwide. Write RSJL, 687 High Road, Seven Kings, Ilford, Essex, IG3 8RQ. Tel: 01 590 4214. Hurry up.

COMMODORE 64 OWNER, 19, seeks penpals of same age, male or female from UK to swap games, hints, tips etc. All letters answered. Brian Mansfield, 87 Dawlish Drive, Seven Kings, Ilford, Essex. IG3 9EF

NICHOLAS HOLMES, 20 Fairdale Gardens, Putney, SW15 6JW is 14 and owns a CBM 64. He is looking for a penpal from anywhere in the world about the same age London.

I AM THE OWNER of a C64 and would like to give and receive tips etc from fellow C64 users. Please write to Gareth Clayton, 26 Gerard Road, Wallasey, Merseyside, L45 6UH. Thanks!

MARK, 18 Chestnut Road, Sedgefield, Cleveland, TS21 3PG would like some penpals who own a C64 and are interested in swapping ideas, demos etc. Answer all of the letters.

HI! I'M 17 and want heaps of penpals to swap the latest games, demos, utilities, so send lists, disks and I will reply to all who write. OK. BYE from Snitch, GPO Box 2812, Canberra ACT, Australia. 2601.

C64 USER wants penpals from all over the world. Interested in only newest disk stuff. Write to: Stuart Grayling, 75 Caxton Road, Hoddesdon, Herts. EN11 9NZ, England. Tel: (0992) 469324.

WANT A WACKY PEN PAL? If so write to me dudes or dolls, loadsa interests, loadsa help if you're stuck etc. D F Bawden, 11 Cleveland Way, Hatfield, Doncaster, South Yorks, DN7 6SR.

HI! MY NAME IS TERRY, I'm 16 and am interested in anything. 54 Parkwood Road, Isleworth, Middlesex, TW7 5HD.

DEREK, STUDENT, C64, 1541 and car owner, wants to hear from others particularly girls, to swap tips, ideas etc. All letters answered. Derek Scott, 149 Griffin Close, Bristol Road South, Northfield, Birmingham.

C64, DISK USER wants swaps, especially from Britain only really interested in new disk software. Write to: Paul West, The Chine, 218 Ware Road, Hoddesdon, Herts, EN11 9EY.

USER GROUPS

1541 DISK USER newsletter. For issue one send a large envelope 22cm by 16cm with a 26p stamp to David Martin, Six Dunrobin Drive, Gourock, Renfrewshire, Scotland, PA19 1EB.

FANZINES

THE CHEAT MACHINE, hints, tips, maps, cheats on 75 games for C64. Each issue £1, Issue 3 out July 1st. $4 August 1st. Order yours now! Robert Troughton, 42 Browfield Terrace, Silsden, Keighley, West Yorkshire, BD20 9PT.

COMMODORE KINGDOM the fanzine for Amiga and 64 issue 3 available now. Contains too much to mention here. Send P/O or cheque for 45p, made payable to Robert Corradi at 81 Brookman's Avenue, Hatfield, AL9 7QG

COMPUTER LYNX fanzine for C64 and Amiga plus others for only 50p including P+P or 30p and SAE. Send to Jonathan Morris, 187 Perrysfield Road, Cheshunt, Herts, EN8 0TL. Issue 8 out, issue 9 soon!

SOOTHSAYER - the 40 page monthly magazine for all adventurers. Send just £1.00 for sample copy (or SAE for full details) to John R Barnsley, 32 Merrivale Road, Rising Brook, Stafford, Staffs. ST17 9EB

THE MICROGAMER is a very nice magazine indeed. If you are interested in music, videos, computers and RPG's then buying it would be very clever. Send 20p and an SAE to Holly Tree House, Welby, Lincs.

MISCELLANEOUS

50P SOFTWARE EXCHANGE CLUB! Exchange your 1987 and '88 games for all the latest titles for only 50p. For more details write to: S Johnson, 2 Pembroke Mansions, 16 Canfield Gardens, London, NW6 3JX.

FREE STARTUP Winter Olympics PBM simulation, loadsa realistic events, fully printed turns, privately run. Full team management. Details - send SAE to Gillmore Enterprises, 50 Tynedale Crescent, New Penshaw, Houghton-Le-Spring, Tyne and Wear, DH4 7RP.

JOIN THE WBFL. It's the hottest ever football league with real prizes. Send an SAE to WBFL, 259 Henley Road, Ilford, Essex, IG1 2TN. 01 478 0671. Don't be left out in the cold get in quick right!

16-BIT

AMIGA ACTION

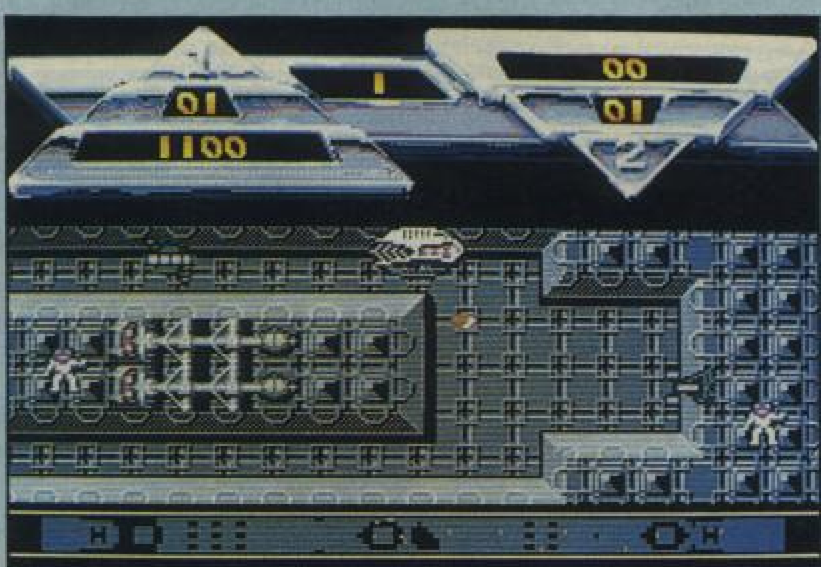
This has not been the most inspiring month for Amiga releases, but amongst the chaff there are one or two goodies to make life in 16-bits rather more enjoyable.

Probably the most fun we had on the Amiga was with Mastertronic's *Sidewinder*, a vertically scrolling shoot 'em up with particularly nice graphics and marvellous explosive sound effects. The action takes place over four levels of gun emplacements, airborne enemy fighters and hostile ground vehicles. Levels of play range from very easy Beginner to Master, which will give the most ardent *Xenon* player a run for his money. In fact, if you can't afford *Xenon*, *Sidewinder*'s £9.99 price tag makes it a tempting second option.

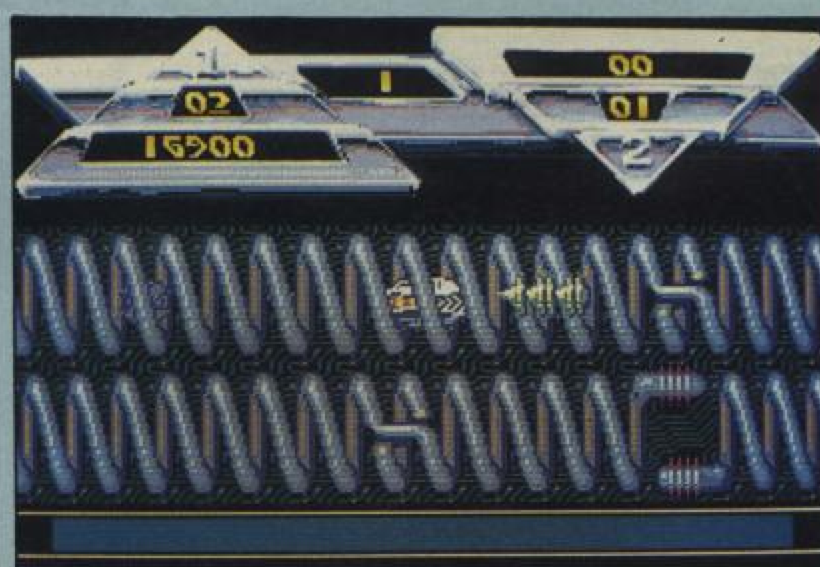
Another scrolling shoot 'em up, this time horizontally oriented, is *Return to Genesis* programmed by Steve Bak for Firebird. The game is typically Bak – very fast and very mean – and consists of piloting a Nomad skimmer over the cluttered surfaces of 50 planets, picking up enslaved scientists. The player can then use the fruits of each scientist's research to upgrade his skimmer with triple lasers, shields, smart bombs and extra speed.



▲ Frenetic vertically scrolling blasting in Mastertronic's *Sidewinder*



▲ Battling it out over the swiftly scrolling first level of *Return To Genesis*



▲ Bouncing around the springs on Level Two

The speed of the game is totally overpowering, and because the skimmer rebounds when it hits a structure, a real effort has to be made to keep the pace of the game slow enough.

Also from Steve Bak is *Leatherneck* released by Microdeal. It's an *Ikari Warriors* lookalike which allows up to four people (via a special interface available separately) to machine gun and grenade the hell out of legions of enemy soldiers. Again, as with other Bak games, play is very tough indeed and soldiers attack, not just in twos or threes, but in eights and nines! Probably the best game of its type on the Amiga, though.

▼ Only player two remains to take on the hordes of blood-lusting soldiers in *Leatherneck*



The other Firebird releases this month are *Enlightenment* and *Black Lamp*. *Enlightenment*, the thinking man's *Gauntlet*, boasts some very smart graphics and a marvellous pan-pipe soundtrack, but gameplay is slightly slower than the 64 version. Nonetheless,

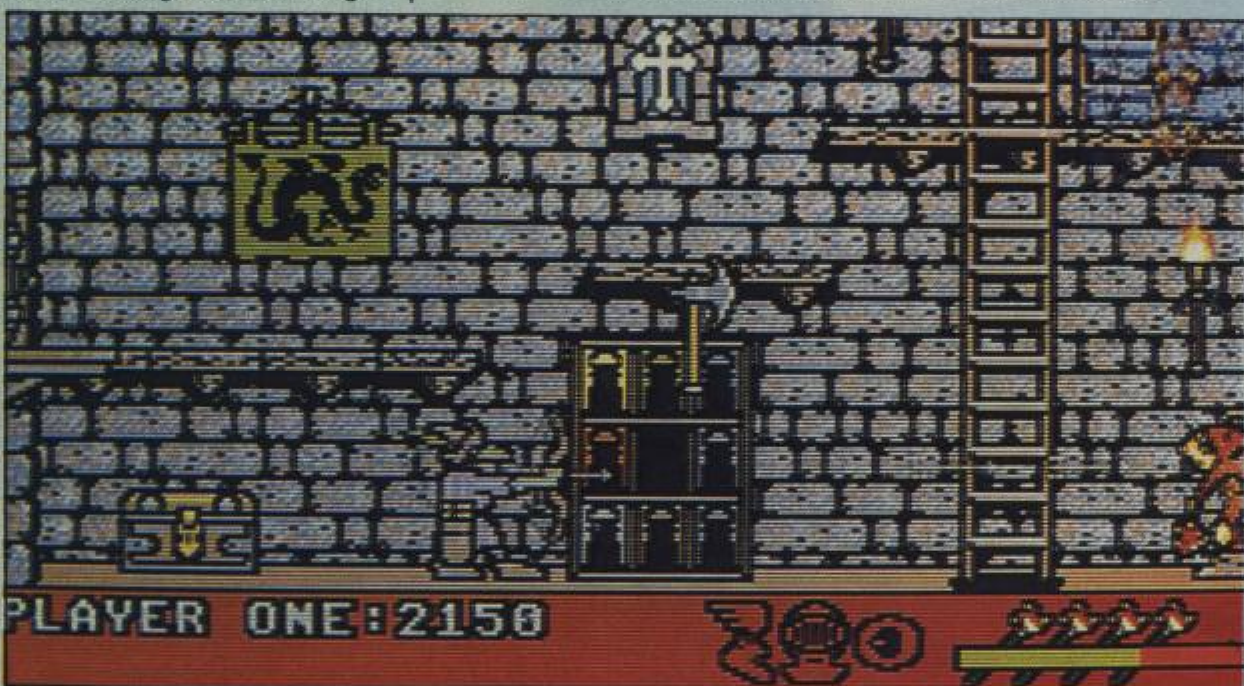
it's very playable, and has a good deal of appeal for the would-be druid.

Black Lamp, on the other hand, fairs well in comparison, with the Amiga version sporting finely detailed graphics and reasonably addictive medieval platform and dragon-blasting action. Guiding Jolly Jack the Jester in his search for enchanted lamps is accompanied by a soundtrack which, disappointingly, isn't quite as 'groovy' (to use Paul's word) on the Amiga as it was on the 64. The original magic is still there, though, and as arcade adventures go, this isn't bad at all.

Starfleet 1, programmed by Interstel, but released on the Amiga by Electronic Arts is a strategic *Star Trek* game in the very traditional mould. The program carries no adornments beyond a few poorly-digitised spoken words, and the presentation of the action is all done through text and character graphics which do leave something to the imagination. Luckily, this isn't terribly detrimental to the gameplay, and *Starfleet 1* should have a nostalgic tear brimming in the eye of anyone who has had a computer for more than five or six years.



▲ The path to *Enlightenment* holds many hazards for the unwary druid



▲ Jolly Jack the Jester won't be quite so jolly with an arrow through his forehead

At the bottom of the barrel this month is *Passengers on the Wind* from Infogrames. It takes the form of an icon-driven adventure based upon the François Bourgeon comic strip of the same name and puts the player in the shoes of as many as 17 varied characters living at the end of the Eighteenth Century. The plot is very like the sort of Romantic adventure your mother would read, in fact – unfortunately, the game's only decent feature is its superb mellow synth soundtrack, and even that becomes tedious as it repeats over and over again. The dialogue reads as if it has been poorly translated from the original French, and the characters come up with such gems as, 'You take the place of a dead person and pretend to be dead', and, 'I lie down in your coffin hoping it won't be up being mine.' Oh dear.

▼ Preparing to launch torpedoes – you have the Command in *Star Fleet One*



▼ One of the *Passengers on the Wind* holds forth on the state of the environment.



ZZAP! WINNERS



PSION ORGANISER COMP

Epyx were giving away Psion Organisers to THREE readers who gave us a suitable question to the answer we supplied you with, which was 'Elvin Atombender on a Saturday with a melon'. We had a mixture of funny, rude and rather cruel entries, but the best came from **JW Galliford, Tunbridge Wells, TN2 3RX; Pat Bowe, Douglas, Eire** and **L Barker, Milton Keynes, MK11 1NX**. These lucky young chaps are soon to become trendy young chaps because these organisers are brilliant and so much better than boring old filofaxes.

Epyx also said they wanted to send a copy of *Impossible Mission* to 10 runners up so here we go with the winning names:
Alexander Thrift, Eltham, SE9 2QH; Christopher Cotterill, Stoke-On-Trent, ST7 8JB; Terry O'Neill, Rochdale, OL11 30Q; Steven Garner, Hartlepool, TS25 1XF; Andrew O'Callaghan, Luton, Beds; Barrie Leach, Manchester, M34 5QA; Stuart Wooten, Bath, BA1 6LY; Lee Wragg, Farnham, GU9 9AW; Richard Dodgin, Gloucester, GL4 9EN; Shaun McConnell, Dyfed, SA71 4QD.

Well, I haven't got as many winners as normal but there's still some really amazing prizes on offer. Before I start though, I just want to make it clear once again that only ONE entry per person is allowed. I have been getting a lot of duplicate entries lately and all I do is put them straight in the bin. So, me old mateys, there's no point in wasting your stamps. OK now, you've had a lecture let's get on . . .

TRULY DIY MECCANO

The ever-so-generous Mirrorsoft, in conjunction with Cinemaware, were giving away Set 8 of the Meccano range to the winner of this comp. Just for those who want to check their answers, here they are:

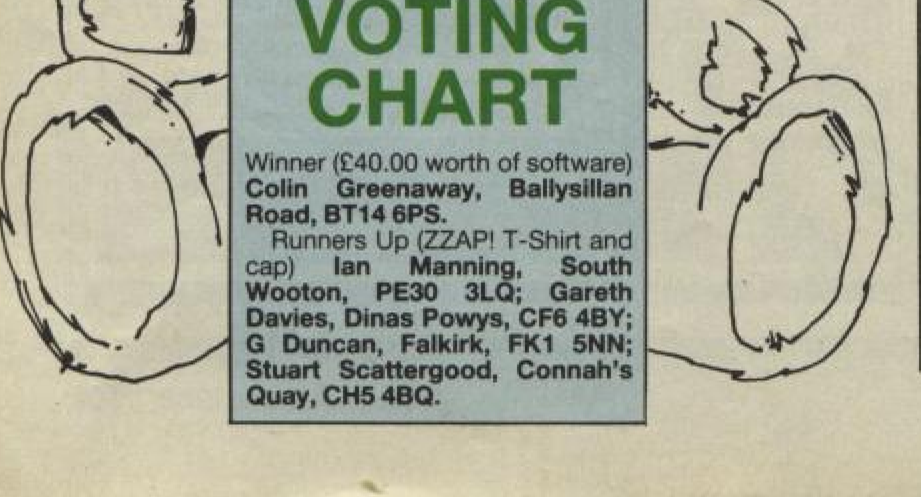
1. 'Shazam.'
2. Dr Vulcan.
3. 'Flash Gordon', 'Flash Gordon Conquers the Universe' and 'Flash Gordon's Trip to Mars'.
4. Larry 'Buster' Crabbe.
5. Robin.

And the winner is **Eugene McPeake, Belfast 7, BT7 2AT.**

They also had runners up prizes of Set 2 of the Meccano range and they are going to . . .
Ken Ross, Portchester, PO16 8NR; Richard Walker, Dudley, DY3 3SB; Edward Newiss, Keighley, BD21 2RL; Martin Bush, Cambridge, CB4 2EJ; J Goodwin, Kingstanding, B44 0QP; Andrew Jennings, St. Ives, PE17 4JU; Zzap! Reader, Great Dunmore, CM6 3RH.

Now we come to the winner of our special superdeal superdraw. His name is **Gary Walker, Middleton, LS10 4QD** and he will soon be playing with his new Amiga Plus monitor.





TOP 40 VOTING CHART

Winner (£40.00 worth of software) **Colin Greenaway, Ballysillan Road, BT14 6PS.**

Runners Up (ZZAP! T-Shirt and cap) **Ian Manning, South Wooton, PE30 3LQ; Gareth Davies, Dinas Powys, CF6 4BY; G Duncan, Falkirk, FK1 5NN; Stuart Scattergood, Connah's Quay, CH5 4BQ.**

ZZAPTIONNAIRE WINNERS

You've most probably already read the ZZAPTIONNAIRE results elsewhere in the magazine but here are five readers that we picked out of our Mailbag. . . .

Winner (£50.00 worth of software and a ZZAP! T-Shirt and cap) **Kevin Sole, Hull, HU7 4ND.**

Runners Up (£20 worth of software and a ZZAP! T-Shirt and cap), **Mark Griffiths, Wednesfield, WV15 2QZ, Brett Gordon, Kingstanding, B44 0SY, Mark Harris, Alresford, SO24 9NJ; Alan Gold, Cumbernauld, G68 9EA.**

OK, that's all folks! Before I go though can I remind you that we don't actually send prizes out from li'l old Ludlow, the software companies are the ones responsible if your prize is late. But I will help in any way I possibly can (well to a certain extent, anyway) so write to me if you're having problems . . . GLENYS POWELL, ZZAP! 64, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB, and I'll try and put things right.

See you next month!

COMING SOON TO A MONITOR NEAR YOU

After their mild success with the 64 conversion of *Star Wars* (which achieved an overall rating of 70% in ZZAP! issue 33), Domark is set for the July release of its sequel, *The Empire Strikes Back*.

Again, the Vektor Grafix team have set to, and are producing a conversion of the 3D arcade game. Naturally enough, the gameplay simulates the action of four scenes from the eponymous film. Level one recreates the heat of battle on the ice world of Hoth, where Imperial Probots have landed and are searching for the Rebels' defensive shield generator. In his snowspeeder, Luke Skywalker has to destroy as many of the Probots as possible, before the Rebel base is located and its position reported back to Darth Vader.

Obviously, at least one Probot does manage to find the base, as stage two's occupation is to once again fly your snowspeeder across the snows of Hoth, this time destroying Imperial Walkers converging on the generator. The walkers come in two flavours, the swift bipedal AT–ST scout transports which can be destroyed with the speeder's blasters, and the cumbersome AT-AT quadrupeds. The AT-ATs are equipped with impenetrable armour, so the only way to bring them down is to fire one of a limited number of tow cables at their legs, causing them to stumble into an exploding heap.

While Luke departs to meet Yoda in the Dagobah system, Han Solo, Princess Leia, Chewbacca and the droids make for the Rebel rendezvous point in the Milennium Falcon. Unfortunately, the Falcon's negative-axis power coupling is polarized, and so the rebels are unable to escape from the encroaching Imperial fleet into hyperspace. The player, as Han Solo, must use the Falcon's laser cannon to beat off the attentions of a swarm of pursuing TIE Fighters, and reduce them to clouds of phosphorescing dust.

Surviving these perils, the Falcon enters a field of asteroids which hurtle towards the player, calling for evasive action as the Rebels attempt to dodge the rocks and take refuge in one of the larger asteroids.

The *Empire Strikes Back* demo we've seen looks reasonably impressive though, like its forebear, it does seem to be plagued by those familiar vector-graphics-jerky-screen-update blues. Still, as we always say, you'll just have to wait for the review next month.



▲ Flying between twin suns and beating off the forces of the despotic Salamander

▼ Beating off the harried attacks of TIE fighters from the flight deck of the Millenium Falcon



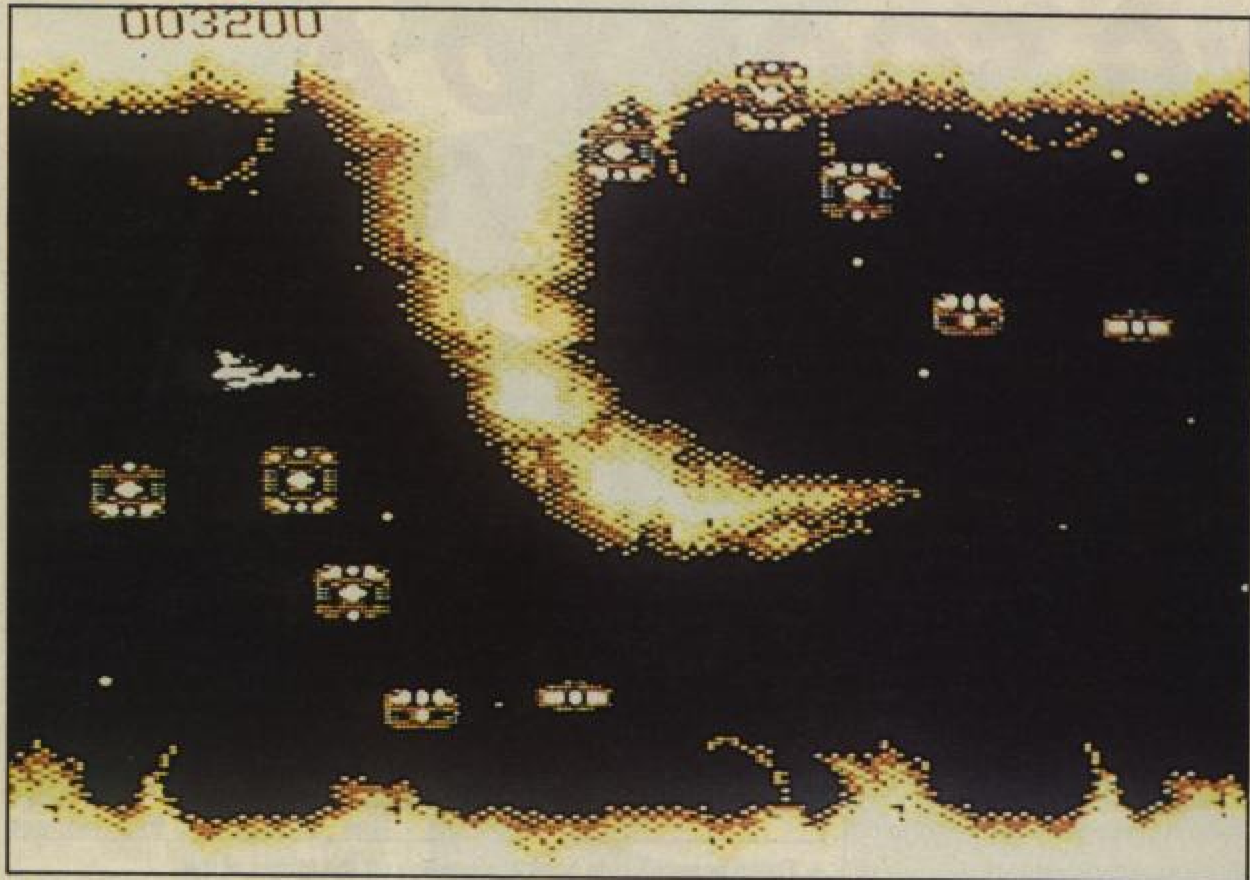
Another coin-op conversion in the offing is that of Konami's hit shoot 'em up *Salamander*, soon to be released by Imagine. With a vast array of weaponry at his disposal, the player guides his tiny spacecraft between beautiful horizontally and vertically scrolling landscapes, dodging nuclear spiders and other terrifying (well, Paul thinks they're terrifying) laser-spitting demons. Our demo version included the marvellous twin suns sequence which has huge solar prominences leaping across the screen. The other features of the arcade game seemed to be very well accomplished and we look forward to having the finished copy of the game in for review next issue.

The mammoth Manchester software conglomerate are also working on a conversion of another Konami coin-op, *Typhoon*. It's a strange blend of shoot 'em up formats in which the player initially takes control of a missile-spewing jet in a 3D dogfight. He then transfers his piloting abilities to a landscape-blasting helicopter flying over vertically scrolling backdrops. Missile fodder isn't confined to the standard enemy air and ground combat forces – large alien mother ships also put in an appearance, making this an unusual and consequently very interesting game. The Commodore conversion is in the capable hands of Zach Townsend, who also brought you *Platoon*, so our hopes are high for a terrific product. ▶

▼ Luke and Dack take on the Imperial walkers on the snowy surface of Hoth



PREVIEW

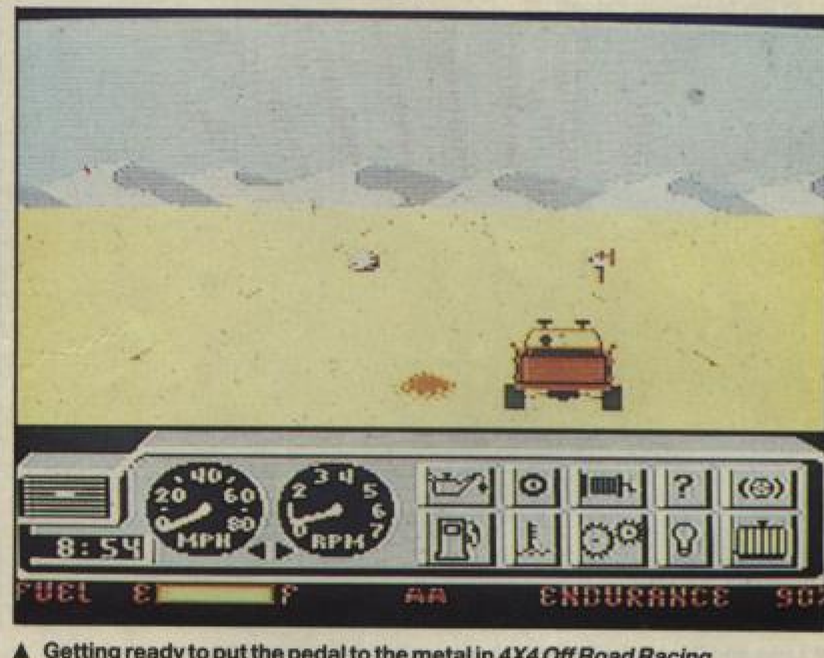


Finally, on the way from the US of A is *4x4 Off-Road Racing* from Epyx. It's a 3D truck racer set over North America's most inhospitable terrains from snowy wastes through arid deserts to muddy swamps. Making optimum use of his financial resources, the player can choose his vehicle and customise it with suitable tyres, fuel tanks, winches and other pick-up truck goodies which should make the going easier over the roughest of ground. Of course, winning races means prize money, which goes towards the purchase of yet more road-racing paraphernalia such as tools, oil, maps and maybe even a six-pack (that's beer, not spark plugs). When shown the original American version of the game, the ZZAP! lads came away mildly impressed, and we expect fans of the genre will feel the same when the game is released in the UK, sometime nearer Christmas.

◄ **Witness the deadly beauty of the solar prominences on level three of *Salamander***

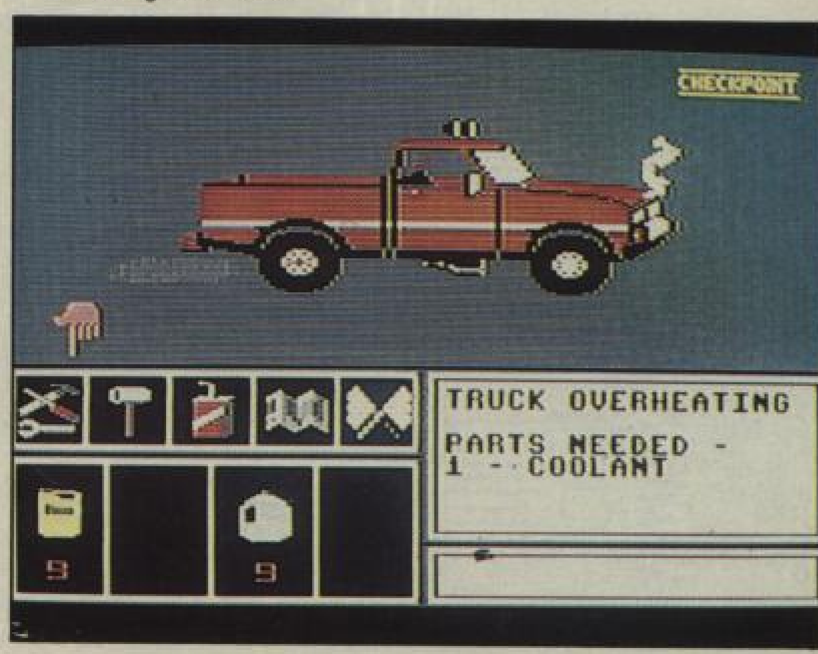
▼ **The Typhoon plummets through the cloudscape, destroying all in its path (hopefully)**





▲ **Getting ready to put the pedal to the metal in *4X4 Off Road Racing***

▼ **In the custom shop where you can kit out your pick-up truck for some rough road racin'**





ZZAP! 64



FORTHCOMING ATTRACTIONS . . .

APPEARING AT A NEWSAGENT NEAR YOU FOR THIRTY DAYS: THE GROWTH HORMONE SPECIAL

PG'S TIPS

Paul overdoses on steroids, with the result that he stays the same size but the tips expand to a mammoth pull-out special with more maps than the Ordnance Survey, more tips than a race course tout, and more POKEs than . . . ahem, yes..

ALSO APPEARING . . .

THE HARLEQUIN

Old Harley takes a nip from a potion labelled '*DRINK ME*', and watches the adventure section grow a new appendage – a map section!

MANOEUVRES

In a tense moment, Philippa Irving imbibes a wee dram of *Baby Bio* and stands back as her despatches increase in size. (Remember kids, Philippa is a rough, tough soldiery type who is able to stand the influence of such substances, so please don't try this at home.)

AND IN SUPPORT . . .

THE ZZAP! CHALLENGE

Big Gordy, unbeaten in joystick combat, picks up the gauntlet and girds his sizeable loins for another battle of wills with a daring reader. Will he bring home the bacon, or just end up with egg on his face? Or will he finish his breakfast and actually come into work on the appointed date? Why are we asking you anyway?

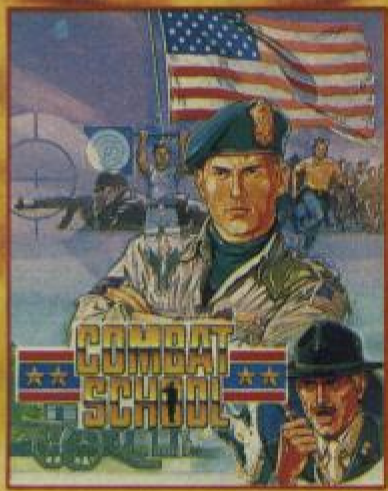
BIG, FAT AND HAIRY COMPETITIONS

With small, cute and cuddly prizes.

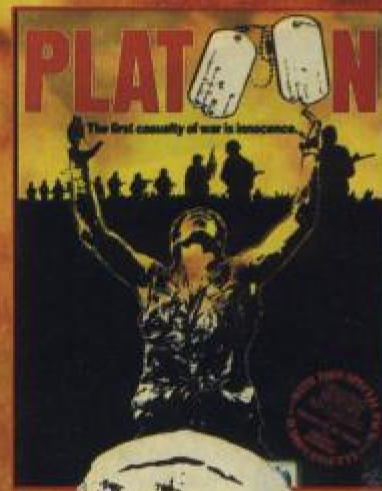
AND OF COURSE . . .

The usual banana boat full of the latest reviews, news and previews, including System 3's *Last Ninja II*, Gremlin's *Blood Brothers* and *T-Wrecks*, Microprose's *Red Storm Rising* and (at last), US Gold's *Road Blasters*.

SO DON'T MISS OUT ON THE FUN! COUNT THE DAYS TILL AUGUST 11TH AND KEEP £1.25 STOWED SAFELY FOR YOUR JOURNEY TO THE NEWSAGENTS, WHERE ISSUE 41 OF ZZAP! WILL BE WAITING – SEE YOU THEN!



ACADEMY RIVALRY



JU... WA...



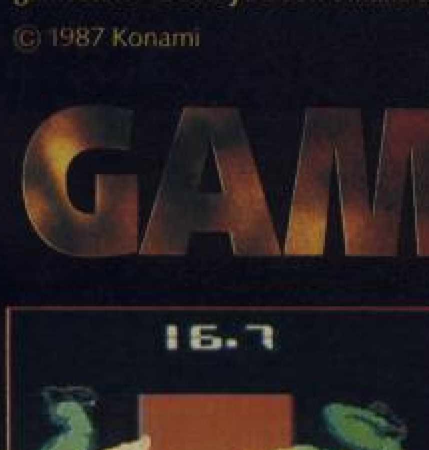
COMBAT SCHOOL

Konami's arcade hit now for your home micro and already a No. 1 hit. Seven gruelling events featuring the Assault Course, Firing Range, Arm Wrestling and Combat with the instructor himself! Combat school throws down the challenge to the toughest of thoroughbred gamesters – but if you don't make the grade you're out!

PLATOON

Special boxed pack containing FREE film poster,
and audio cassette of Smokey Robinson's "Trac
Capturing the intimidating mood of conflict wi
Platoon has been hailed as "Best Film Tie-In to
program has received brilliant reviews on all for
Lead your Platoon deep into enemy territory, yo
feel the humidity, sense the threatening danger
enounter the enemy and his many booby traps.
at your peril! Enemy soldiers lunge at you from
can find vital information. If you come out of th

GAMES OF COMBAT, F...



COMBAT SCHOOL
SPECTRUM AMSTRAD
7·95 8·95
SPECTRUM COMMODORE
ALSO AVAILABLE ON AMIGA & PC+ COMPATS.

PLATOON
9·95 SPECTRUM COMMODORE ASTRAD

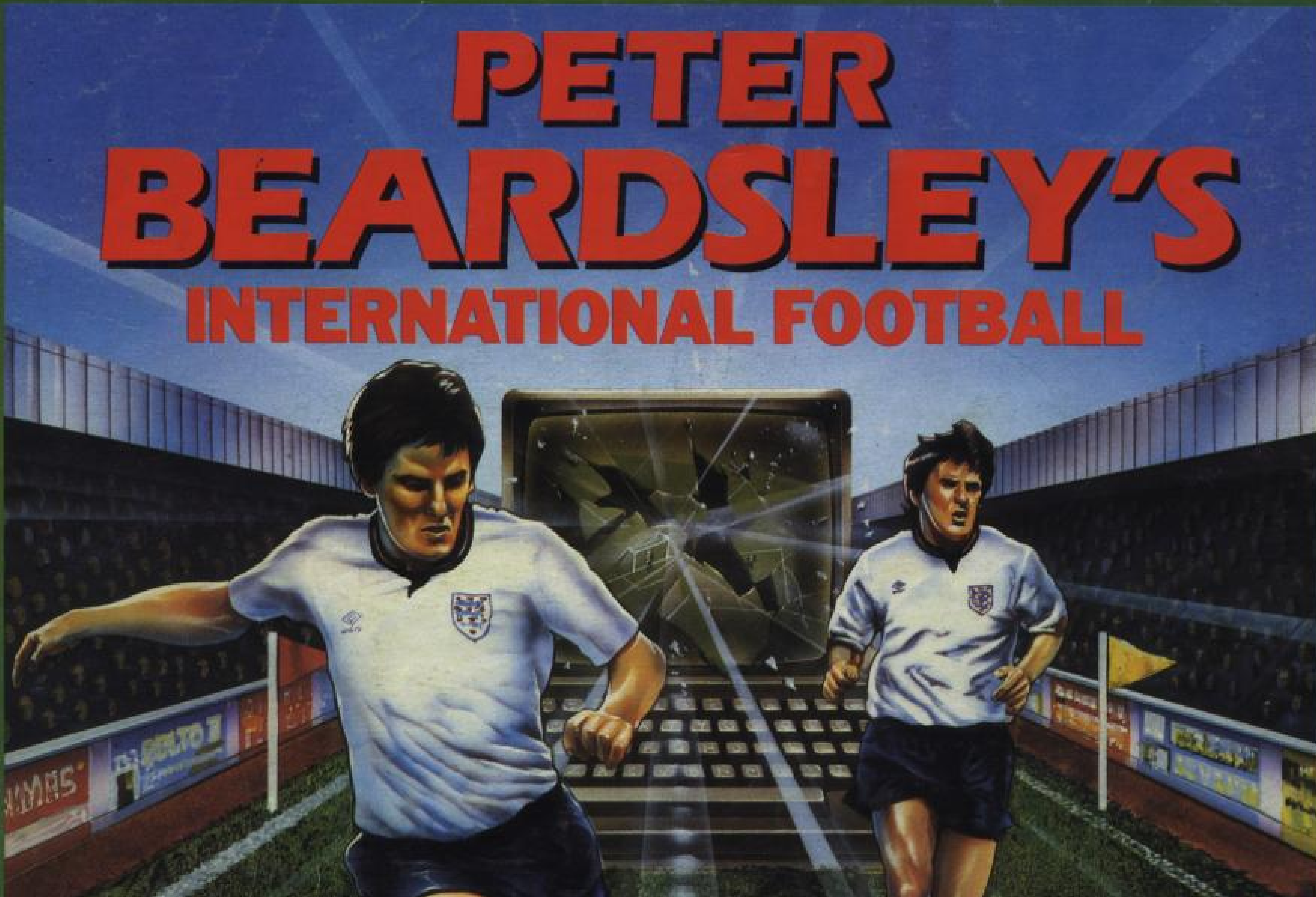


OCE...

Ocean Software Limited · 6 Central Street · Manches... M...



UNGLE
ARFARE
GRYZOR
SCI-FI
SURVIVAL
ng found the underground maze of tunnels, enter
urky waters within, but this is the only way you
e, you'll be just one of the few!
GRYZOR
A superb conversion for your home micro of Konami's arcade blockbuster. Featuring all the game-play of the arcade original, Gryzor takes you into a thrilling alien world of force fields, fanatical guerillas and strange enemy defence systems – but you have the fire-power and maybe, with a 'little' skill, grit and split second timing, you can infiltrate the aliens' headquarters. Play Gryzor once and you'll be hooked!
© 1987 Konami
FIT ONLY FOR HEROES
GRYZOR
SPECTRUM AMSTRAD
7·95 8·95
SPECTRUM COMMODORE
ALSO AVAILABLE ON AMIGA & PC+ COMPATS
PLATOON
IS ALSO AVAILABLE ON ATARI ST, AMIGA & PC+ COMPATIBLES
· M2 5NS · Telephone: 061 832 6633 · Telex: 669977



AVAILABLE FROM JUNE ONWARDS £8.95

ATARI ST +
AMIGA £19.95

CBM CASS £9.95
CBM DISK £14.95

AMS CASS £8.95
AMS DISK £14.95

SPECTRUM £8.95
MSX £8.95

GRANDSLAM
ENTERTAINMENTS
LIMITED
12-18 PAUL STREET
LONDON
EC2A 4JS

Write now for your copy of
PETER BEARDSLEY'S
INTERNATIONAL FOOTBALL
Post and Packaging FREE! to:-
Grandslam Entertainments, Units 1 & 2,
Conlon Developments, Watery Lane,
Darwen, Lancashire. BB3 2ET
or Phone: 01-247 6434 our Credit Card Hotline.

IN-PACK
COMPETITION
WIN
2 TICKETS
TO WEMBLEY